

PSM

100% independent PlayStation Magazine

PARASITE EVE 2
Every Item, Puzzle, &
Secret REVEALED!
PLUS How to get the
Best Ending!

PLAYSTATION2

LAUNCH SPECIAL

HUGE 20 PAGE GUIDE

The last minute info you **NEED**
before you buy, including the
LAUNCH GAMES you **MUST** have!



**TOMB RAIDER
CHRONICLES**
Is Lara really DEAD?!

HOT PlayStation Reviews
Did these big-name games deliver?

- ▶ Madden NFL 2001
- ▶ Spider-Man
- ▶ Parasite Eve 2
- ▶ Tenchu II

DOA2: HARDCORE

The **BEST GRAPHICS** we've seen on PS2!

Bouncer REVEALED
Tons of new screens!

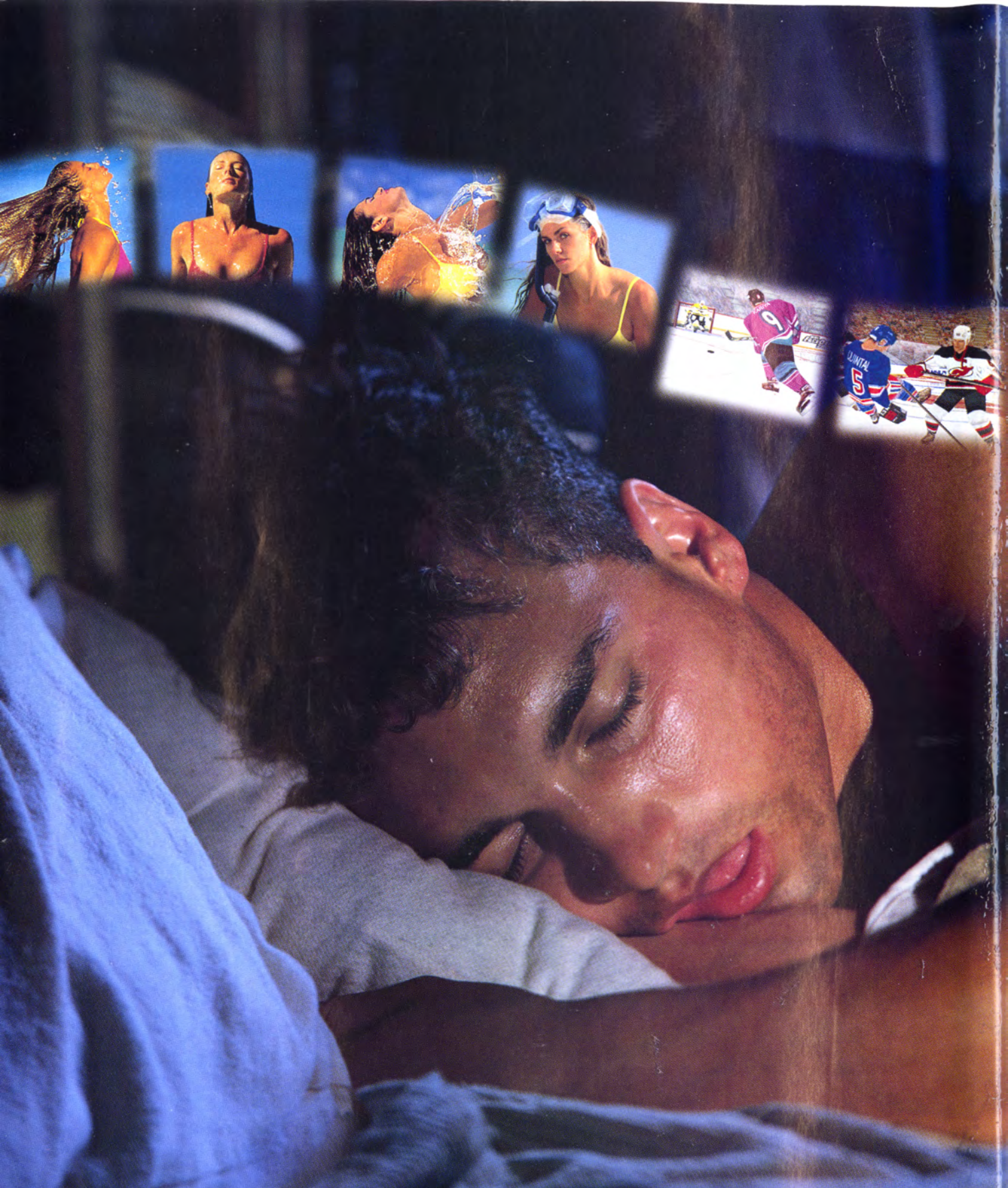
Watch out, Tekken — we played
DOA2 and it's simply **AMAZING!**



AMERICA'S BEST SELLING PLAYSTATION MAGAZINE

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OCT '00 ISSUE 38 VOL. 4



From the new Shoot Out and Practice Modes, to the expansion teams and up to the minute rosters, we've captured



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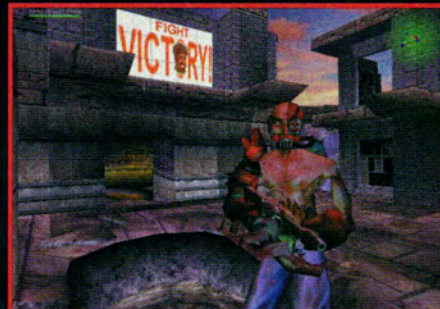
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PlayStation 2



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The PS2 launch looks really, really good... But will you even be able to **get** a system?

WELCOME!



Will angry fans be storming retailers with torches and pitchforks on October 26th?

The day that we've all been anxiously waiting for is almost here. Sony seems to have most of its ducks in a row, with a great system, a solid software line-up, and an okay launch price (all things considered). The only thing going against PS2 is its expected success — despite a million-plus units at launch, demand will most likely be much, much greater.

Hopefully, if you're the type who HAS to have a PS2 on day one, you preordered a long time ago. If not, getting a hold of one could be tough for the rest of the year (however, all may not be lost. Check out page 32 for our tips on how to snag yourself a system).

Despite possible hardware shortages, the PS2 is ready to rock on October 26th. Let me be the first to welcome everyone to the next level of gaming — enjoy!

► Chris Slate, Proud PS2 Owner



THIS MONTH'S COVER

We take pride in having quality original artwork, to present our magazine at the highest possible level.

When we decided to put DOA2 on this issue's cover, we knew right away which artist we wanted: J. Scott Campbell. Many of you probably know him from his legendary work on *Gen 13*, as well as his own creation, *Danger Girl*. But did you also know that he did the cover to our seventh issue, which featured none other than the gals from the original *Dead or Alive*? It's all part of our big, evil plan... (bwa-ha-ha-HAAA!)



▲ J. Scott did plenty of early sketches to help us decide on the direction of the illustration. This early concept was great as a stand-alone illustration, but didn't fit our cover format very well.



▲ This later version caught our eye because the girls were bigger and bolder. Also, we liked the idea of Kasumi playing "keep-away" with the PS2, which added some fun to the image.



▲ For the final image, we asked J. Scott to show more of the girls, and to draw them in a slightly more dramatic pose. Also, their facial expressions changed to better match the "keep-away" theme.

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MEET THE PSM TEAM:



CHRIS SLATE
Editor-In-Chief

Likes: All types of games
Hobbies: Comics, hoops, J-Pop
What's the scariest thing you've ever done? I once pulled a double-donut across a freeway. I didn't hit anything, but it scared the crap outta me.

STEPHEN FROST
Senior Editor (Reviews/Previews)

Likes: Fighting Games, RPGs
Hobbies: Lovin' the ladies
What's the scariest thing you've ever done? My friends and I snuck into a neighbor's backyard and took advantage of their hot tub.



RANDY NELSON
News Editor

Likes: Shooters, Racing, Platform
Hobbies: WWF, Action Figures
What's the scariest thing you've ever done? My friends and I investigated a "haunted carnival," only to discover that it was just a bitter old man in a mask.

BANZAI CHIEF CHAN
Barely Employed Mascot

Likes: ALL GAMES!!!
Hobbies: Games and GAMES!
What's the scariest thing you've ever done? Screw this crap! You guys haven't run my section in months, and I've had enough — I QUIT! Sayonara, suckers!

NO
PICTURE
AVAILABLE



BILL DONOHUE
Managing Editor

What he does:
Maks shure al tha speling an punksuashun is relly gud.
What's the scariest thing you've ever done? I'd like to tell you, but I can't. First of all, Chris won't let me. He's afraid of losing readers. Secondly, if I told you, you'd die of fright, so I guess Chris is right, for once... And finally, the Church has threatened me with excommunication, so...
Bill's Quote of the Month:
"Yes, I have seen it all..."



EUGENE WANG
Art Director

What he does:
Works night and day on the PSM redesign. It's gonna be sweet!
What's the scariest thing you've ever done? Letting Bill write my responses on this page while I'm working on the mag's new look. God only knows what kind of idiotic things he'll make me say... Mommy!
Eug's Quote of the Month:
"No, I really am serious! Just sign over all my paychecks for the rest of the year to Bill Donohue."



GARY LIEW
Graphic Designer

What he does:
Bravely carries on laying out page after page of sweet goodness.
What's the scariest thing you've ever done? One night I am watching the television and then my door starts knocking. "Who is it?", I am saying, and a voice is calling "Trick or Treat". This is happening all night, so then I am being scared, you bet! But my house got free soap, so it is OK.
Gary's Quote of the Month:
"Thank you for all the soap!"

PSM IS 100% INDEPENDENT

So, which magazine is best for you, Official or Unofficial? That's easy. You want independent, unbiased coverage, and you want to know that what you're reading is nothing but the truth. You can only get this with an UN-official magazine. An official book has to answer its Corporate Sponsor. And whose best interests do you think they're looking out for?



they're printed and nobody, not anybody, can make us say what we don't believe to be true. We write about what we want to and put what we want on our cover.

This is the kind of honest, straight-forward coverage that you can only get with an unofficial magazine. We understand that our readers come first, and we would never,

EVER betray your trust.

PSM is created by us and no one else. Nobody has to approve our pages before

This is our promise to you, the hard-core PlayStation gamer, who deserves nothing less.



RAYMAN 2





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the Bouncer REVEALED!

► pg. 66 ◀

This could end up being THE game for the PS2. However, Square hasn't said much about it... until now. You've GOT to see these amazing new game screens!



SSX: WOW!

► pg. 42 ◀

This game just kicks major ass! It's already got our pick as the best PS2 launch

game, so if you've got any sense at all, you'll skip right over to page 42 and bow in respect!

Spider-Man REVIEWED

► pg. 84 ◀

With such a great character and a lot of early hype, this game has a lot to live up to. Does it swing high above the disappointing comic book games of the past? Turn to page 84 to find out!



COVER STORY

PS2 LAUNCH GUIDE

► pg. 31 ◀

This is it; the Big Launch — are you ready? Read our guide and make the most of your PlayStation2 experience!

DOA2

► pg. 50 ◀

Cast your eyes on these beautiful screens NOW!



Madden NFL 2001

► pg. 81 ◀

This game still looks amazing. Check out these new screens of what will probably be the best-selling PS2 title at launch.





MAIN MENU



The latest PlayStation news and up-to-the-minute info

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This month's new games, thoroughly tested by PSM experts



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The latest codes for all you addicts



You've got questions, we've got answers

Tenchu 2

► pg. 87 ◀

WELCOME TO NINJA BURGER, MAY I PLEASE HAVE THE HONOR OF TAKING YOUR ORDER, SIR?

Two years ago, *Tenchu* got inside our heads, and kicked our heads' ass. Ninjas? Stealth Kills? How could we *not* love that game? Does the sequel live up? Read our review on page 87 to find out!



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A sneak-peek at what's gonna be hot for next month

► pg. 145 ◀

Medal Of Honor 2

► pg. 108 ◀

First-person shooters are usually crap on PlayStation, but *Medal of Honor* completely rocked the house, hardcore doggy style (whatever that means). Part 2 looks even cooler!



Final Fantasy IX

► pg. 98 ◀

The best *Final Fantasy* game yet for PlayStation? It very well may be. We've beaten the Japanese version to get loads more screens for your unworthy eyes. Kneel before *FFIX*!





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Destruction Derby Raw.
Coming soon to a
skyscraper near you.

The highly anticipated sequel is here at last. With even more of those metal-shredding flips, spins and roof-crushing rolls we've all grown to love. One to four players can race, crush, and completely annihilate 18 different cars, on 31 tracks. With frame-bending jumps, tunnels, crossovers, and all kinds of glass-splintered routes, including one that ends kind of abruptly on the sidewalk—about 90 stories below.



Animated Violence

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MONITOR

your complete source for all the latest in playstation news, topics, and 32-bit culture

These days, daily news is only a click away on the Internet. But what you *can't* get online is PSM's exclusive in-depth coverage, with more details and extra info. We dig deep to find the *real* story behind the headlines.

First Look: Tomb Raider Chronicles

Lara's final fling with PlayStation before she moves on to the PlayStation2

This is it, *Tomb Raider* fans: Lara Croft's last outing on PlayStation. And this time, the game's developer, Core, really means it. Slated to hit shelves in time for Christmas, *Tomb Raider: Chronicles* will serve as an epilogue to the series' stint on PS1, picking up where *Tomb Raider: The Last Revelation* left off — with the apparent demise of Lara under several tons of rock and stone. That being the case, her adventures this time around will actually unfold in the memories of friends and loved ones as they reminisce on her past exploits.

Given this premise, Core has said that you'll play as Lara at different stages in her life, including the young Ms. Croft from the last game. Tombs won't be playing a role this time around. Instead, the four new adventures will span an island, an ancient palace, city streets, and even inside a military compound. A primary goal of the devel-

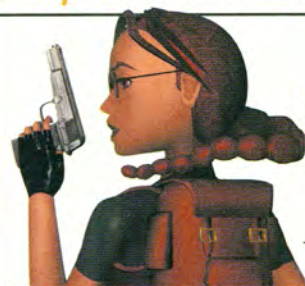
opment team is to ensure that each locale will present a unique gameplay experience, so you'll see new elements come into play, such as tightrope walking and *Metal Gear Solid*-style sneaking.

In addition to new outfits, Core promises that Lara will sport new gear on each adventure as well. She now has access to a sniper rifle, and can, for instance, combine ether with a rag and use it to put unsuspecting enemies to sleep.

Rumors had been circulating earlier this year that Core was working on a *Tomb Raider: The Movie* game for release alongside the film next summer.

Core has now confirmed that those plans have been scrapped to work on *Tomb Raider: Chronicles*. Fear not, though, movie fans — the game will include unlockable materials from the film. Since *Chronicles* will arrive well in advance of the movie's summer 2001 release date, it could very well provide one of the first good looks at what the motion picture will have to offer.

We'll have the full in-depth scoop on *Tomb Raider: Chronicles* next issue, so be sure to check back in 30 for all the latest on this big game.



◀ Lara takes aim at the PS2, now that her final adventure for the original PlayStation is slated to be released this Christmas.



▲ The game's many cutscenes, both pre-rendered CG and game engine-based, promise to deliver a far more cinematic experience than we've ever seen in the series.

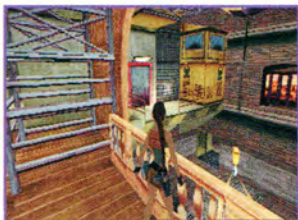


▲ Lara will once again find herself in all sorts of precarious positions that'll surely put her skills to the test.

◀ The game will run on the existing *Tomb Raider* engine, but enhancements have been made to Lara's model and the surrounding architecture.



▲ Lara gains more new moves and animations as the series goes on, and this game is no exception. Here she dangles by one arm.



▲ This warehouse setting should offer a nice change of pace from the ancient ruins of previous *Tomb Raider* games. At least it's not so dusty...



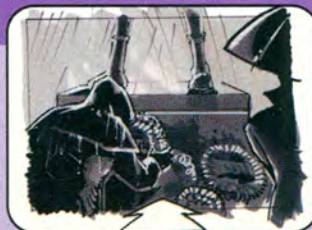
◀ Tightrope walking is just one of the new gameplay mechanics to look forward to in Lara Croft's all-new adventures.

Funeral For a Friend

The last time we saw Lara (in *Tomb Raider: The Last Revelation*) she was apparently meeting her demise, and the opening of *Tomb Raider: Chronicles* seems to corroborate this — although her body has never been found. Core is working on upping the ante for this game's cutscenes, and if these storyboards are any indication, they'll be the most cinematic yet for the series.



▲ The opening shot pans down through the pouring rain to settle on this statue of the intrepid adventurer.



▲ What's this? Strange, hooded, silhouetted figures are placing wreaths at its base. The plot thickens...



▲ At last, we see that the statue is actually a monument to the memory of the late, great Ms. Croft.

WWF Smackdown 2

Team moves, tables, ladders and Lita... ...oh my!

Little has been revealed about *WWF Smackdown 2* since last summer's E3 show, but that all changed just as we were going to press! THQ delivered the first official screens and info on the game, and we're damn impressed!

Under development by Yukes, the Japanese team responsible for the first *WWF Smackdown*, the game will build on its predecessor with a roster of 50 WWF superstars, including newer additions such as Tazz, Rikishi, and The Dudley Boyz. And now, tag teams will finally be able to perform their signature team moves, such as The Dudleys' 3D. New backstage brawling locations will also factor into the mix, including parking lots, dressing rooms, the VIP room, and even the WWF New York restaurant. Building on the many modes included in the last game, *Smackdown 2* offers Table Matches, Ladder Matches, Hardcore Matches, Casket Matches, and even Tornado Tag Team matches!

On top of it all, we've been told to expect an expanded Create-A-Wrestler mode and new (hopefully up-to-date) storylines. The game is slated to arrive this fall, so expect more info and screens soon!

Stuntman Crashes onto PlayStation2

The new game from creators of *Driver*

Reflections, the developer responsible for last year's hit game *Driver* and the upcoming *Driver 2*, has announced its first project for PlayStation2, entitled *Stuntman*. You start off as a trainee and progress through the ranks until you're playing a role in the ultimate summer blockbuster. You'll get to control more than 10 vehicles in 20 different stunts and six motion pictures.

A full film editing mode is planned, where you'll be able to adjust camera angles, film speed, and other aspects in order to create your own stunt spectacular.

Scheduled to launch next summer, *Stuntman* is still a ways off from release, but we'll be back with more info on the game (which will be published by Infogrames) soon.

▼ AS GOD IS MY WITNESS, ROCK IS BROKEN IN HALF! If only Good ol' JR would call the shots in these games. Even so, going through a table is pretty darn cool.



▲ Casket matches haven't been featured on WWF broadcasts for ages, but they'll still play a role in *Smackdown 2*.



▲ Lita is AWESOME. We can't wait to do her top-rope Moonsault!



► One of the game's coolest features should be the ladder match. Swanton Bomb, anyone?



▲ Thankfully, tag team moves, such as Devon Dudley's flying groin headbutt, will be included this time.



▲ What would a WWF game be without tables? Well, they'll be in there, much to the delight of the Dudleys.



▲ His first game's still a top-seller, a sequel's in the works for PS1, and now Tony Hawk is skating his way toward a PS2 near you.

Tony Hawk 3 Confirmed for PS2

Activision gets extreme on PlayStation2 with four new sports games

Having unveiled its first three offerings for PlayStation 2 — *Orphen*, *Gunslinger*, and *Street Lethal* — at this year's E3, Activision recently announced that it has at least nine other titles for the system in the works, including new installments in two of its established extreme sports franchises. Yes, this means *Tony Hawk* is definitely headed for the next generation system.

In fact, it'll be part three in the series, and not simply a port of *Tony Hawk's Pro Skater 2*, that graces the system. Also in the pipeline (or was that half-pipe?) is a sequel to the yet-unreleased *Mat Hoffman's Pro BMX*. In addition to

these two offerings, Activision is also working on a PS2-only surfing title, *Kelly Slater's Pro Surfer*, and a boarder cross racer by the title of *Shawn Palmer's Pro Boarder Cross*. For those unfamiliar with boarder cross, it's a competitive racing take on snowboarding, and also serves as the premise for EA's upcoming *SSX* on PS2.

As for the identities of the remaining games in its 12 title lineup, no information has been released. Activision also stopped short of announcing release dates for any of its four extreme sports titles, but you can be certain that we'll have them for you just as soon as possible.

NOTES

Here are a few other notes of interest, including the latest up-to-the-minute information on everything PlayStation.

► Blizzard Entertainment is said to be seriously considering bringing its recently released RPG-adventure *Diablo II* to consoles, and PlayStation2 is said to be in the running. However, according to company officials, nothing is confirmed as of yet, and if the game does make the shift, it will likely undergo a number of changes. More on this story as it breaks.

► Square has released new details concerning its PlayOnline multi-player gaming service, which is set to launch in conjunction with Sony's broadband Internet service for PlayStation2 next year. According to Japan's Kihon Kezai Shimbun, a respected newspaper, there will be a monthly charge of roughly \$10 for utilizing the service, which will also feature email, chat, and music download functions. *Final Fantasy XI* will be the first game to use PlayOnline, and may be playable exclusively over the network.

► Sony has announced a new model PS1 memory card in Japan called the SCPH-1020Hi. According to reports, the card will be 20-50% faster in saving and loading data, and will debut there by the end of the year. No word yet on whether Sony intends to market the memory card in the U.S. We'll keep you posted.

► Rumor has it that Konami's Hideo Kojima, the man behind *Metal Gear Solid*, is involved with a new console light gun game utilizing an entirely new gun peripheral. Kojima was recently seen overseeing the testing of the game, which was being kept under tight security, and there's no word as to which platform it will be released for (either PS1 or PS2), but we'll hopefully have more on its identity soon.

► Being developed by the original creators of *Tomb Raider*, the 3D action-adventure game *Galleon* is rumored to be headed for PlayStation2. The third-person title, which stars a swashbuckling pirate, is said to be at least partially running on PS2 hardware, and developer Confounding Factor has said that the decision on whether or not to port the game will come down to publisher Interplay. We'll let you know when (or if) a final decision is made.



GScube: 16x the Power of PS2

Sony gives a glimpse of PS3 power with its new workstation

Last year, Sony announced that it would be releasing a graphics workstation based on its Emotion Engine and Graphics Synthesizer technology for use in creating CG sequences and special effects for movies. Well, at this year's SIGGRAPH expo, a trade show for computer graphics artists, Sony took the wraps off the machine, called the GScube, and it's more powerful than anyone could have imagined.

Tying together 16 pairs of EE and GS chips, the machine is capable of rendering 1.2 gigapolygons (that's 1,000 million) per second, running in 1920x1080 (HDTV) resolution at 60fps. Not only that, but the GScube also boasts a whopping two gigabytes of system memory and 512 megabytes of video memory. In short, it's one incredibly powerful piece of hardware. In fact, when you add up its memory capacity, bandwidth, and other performance factors, it has the potential to be a lot more than 16 times faster than a standard PS2 system.

Demos of the system included the opening rooftop sequence from *The Matrix*, which was nearly indistinguishable from the real thing, and a battle scene from the movie *Antz* featuring 150 characters, each using 8,000 polygons. Both demos could be manipulated in real time, with interactive cameras that could be positioned anywhere in the scene.

Square also had a demo running, based on the upcoming *Final Fantasy* movie. It showed the main character, Aiko, onboard a spaceship, and equaled the quality of pre-rendered



◀ Those multi-colored lights on the top of the GScube indicate the status of each Emotion Engine and Graphics Synthesizer as the system processes data. Cool!

▼ There are 16 of these boards inside the GScube, each one more powerful than a single PS2 system.

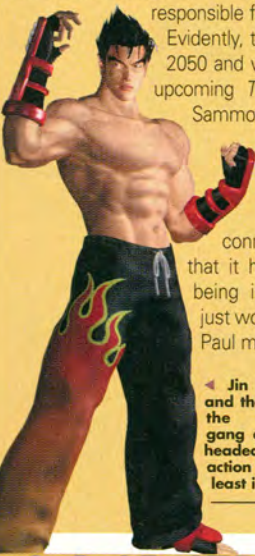


footage screened earlier this year.

So, could this be a glimpse of what to expect from PS3? Given its surely enormous price tag (Sony hasn't revealed that bit of the picture just yet), it'll probably be a lot more than five years before the technology dips within an average gamer's budget. On the more immediate front, Sony hasn't said how long it will be before we start seeing movies that've been made using the GScube, but given the amount of interest expressed in the technology by directors such as George Lucas, it shouldn't take too long. Maybe we'll even see its work in *Star Wars: Episode II*? As Sony itself has said, "never underestimate the power of PlayStation."

Tekken: The Movie?

Rumors have begun to circulate that China's Stareast Studios has entered production on a live action *Tekken* movie for release overseas. According to various reports, the film will be directed by Corey Yuen, who was most recently responsible for the action scenes in *X-Men*. Evidently, the film is to be set in the year 2050 and will star Leehom Wang (of the upcoming *Thunder Cop*) as Jin Kazama, Sammo Hung as Jun Kazama, Stephen Fung as Hwoarang, and Kristy Yeung (of *Stormriders* fame) as Ling Xiaoyu.



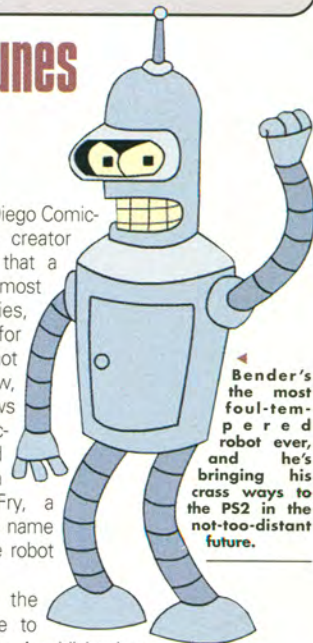
Namco has denied any connection with the film, stating that it has no knowledge of it even being in development. Perhaps it's just worried that the actor who'd play Paul might die from a hairspray overdose. We'll hopefully have more information, either confirming or denying the film's existence, soon.

◀ Jin Kazama and the rest of the Tekken gang could be headed for live action fame, at least in Asia.

Futurama Tunes In for PS2

At this year's San Diego Comic-Con, *Simpsons* creator Matt Groening revealed that a videogame based on his most recent cartoon series, *Futurama*, is headed for PlayStation2. For those not familiar with the show, which airs on Fox, it follows the exploits of an intergalactic delivery service headed by a 20th century pizza delivery man named Fry, a cyclops like femme fatale named Leela, and a cranky, crude robot named Bender.

Beyond announcing the game, Groening had little to offer in the way of hard facts. A publisher has yet to be announced, though it would seem likely that Fox Interactive is in the running, as it currently holds the rights to games based on *The Simpsons* and all other Fox licenses. Expect more on this story as it develops.



◀ Bender's the most foul-tempered robot ever, and he's bringing his crass ways to the PS2 in the not-too-distant future.

PERIPHERAL REVIEW

THE DOMINATOR

COMPANY: TopMax

RELEASE DATE:

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PRICE: \$39.99



This controller is by no means bad, but it isn't good, either. The stick is responsive, but a little too loose, and the buttons are a bit small. Slow motion and turbo are nice features, but seemingly unnecessary for many games today. Unlike most joysticks, it does have a vibration effect in the knob, but

it can be a hindrance in fighting games, where precision is of utmost importance. Overall, it's a merely mediocre peripheral, and does anyone really want a mediocre joystick? Stay with the Dual Shock pad, but if you have to buy a stick, there are better options out there.

RATING: ★★★

A long time ago in a galaxy far, far away...

TOTAL CARNAGE!

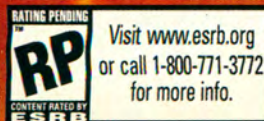


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From the option attack and wing T formations, to the fight songs and crowd chants of 115 Division I-A teams, we've captured

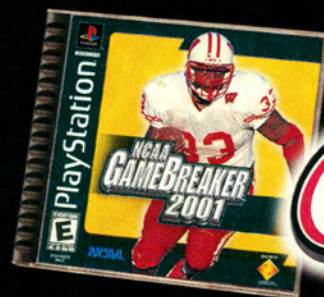


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Q & A

Dead or Alive 2: Hardcore producer Tomonobu Itagaki was recently in the U.S., overseeing the recording of English voice-overs for his latest game. We caught up him to get the lowdown on this much-anticipated PS2 launch title and find out what he's planning to do next — including the latest on Ninja Gaiden.



PERSONAL INFO:

Name: Tomonobu Itagaki

Position: Producer

Previous Projects: *Dead or Alive* (Arcade, Saturn, PlayStation) and *Dead or Alive 2* (Arcade, Dreamcast, PlayStation2)

Blood Type: A

Hobbies: Watching Movies

Favorite Band: The Eagles

Favorite Movie: *Armageddon*

DOA2: HARDCORE

PSM: How long has *DOA2: Hardcore* been in development, and how many people are working on the project?

Itagaki: The game has been in development for a total of nine months. Team Ninja has fifty staff members that have been dividing their time between work on this version and the Japanese version of *Dead of Alive 2* for Dreamcast.

PSM: How will the new game engine be noticeably different from the one used in the Japanese version of *DOA2* for PlayStation2?

TI: The biggest feature of the new engine is greater performance, which comes through better optimization. With *DOA2: Hardcore*, we have taken care of the anti-aliasing problems of other PS2 software and have achieved the highest polygon count of any PS2 game to date.

If you notice the character faces and their animation, you will notice the higher polygon count. We have also implemented point-of-focus rendering, so objects in the foreground will be better defined than those in the background, like a real camera. (Editors Note: We also noticed in playing the game that the lighting effects and many textures have also been greatly improved over the Japanese version.)

PSM: Can you offer any more insight into anti-aliasing issue as it applies to *DOA2: Hardcore*?

TI: If a PS2 developer optimizes Emotion Engine scheduling, they can do more z-sorting, and therefore more anti-aliasing of polygons. It is a balancing act. I have to decide what to anti-alias and what not to because I am interested in the total quality of the game. If my graphics artist comes to me and says 'I have achieved perfect anti-aliasing on this object!' and it takes away from the total quality to do it, I reject it. I feel that the overall picture quality of *DOA2: Hardcore* is the most important thing.

PSM: Will using the DualShock2's analog buttons play a bigger role in this version? Can you explain how they work?

TI: It is the same as the Japanese version. If you hit the button strongly, the character will punch faster. This is intended for casual players. Fighting games need precise control, so hardcore players should only use the digital controls.

PSM: Will there be any significant changes to the fighting system?

TI: A little bit. The general feel of the game has been made more responsive.

PSM: Can you give

us an idea of some of the new elements you're including in this version?

TI: We have decided to increase the number of "countable" features in this version because that is what is most tangible for players. There will be five tag battle backgrounds, some with undulating floors and environmental effects. The tag battle mode will now consist of five stages with an ending. Overall, there will be more than 20 areas to fight in, including sub-stages of the main levels. Also, all of the characters will have new costumes. There are other additions that I can't talk about yet.

PSM: We've seen a demo of the game already where the characters

"If you break a wall in a certain stage, there will be a hamburger there. That's the idea. 'You got the hamburger!'"

seem to be doing kata, or martial arts forms. Is this a hidden mode, or part of the game's opening?

TI: These are called "embu." They were motion-captured by famous martial arts masters. They play during the attract mode of the game and were intended as CG demos. Only the characters that use Chinese martial arts, such as Gen-Fu and Lei Fang, are featured in these sequences.

PSM: What sort of changes or additions are you making to the existing environments?

TI: We are adding more interactive elements, such as breakable objects. The player will have to experiment to see what's new.

PSM: Why did you decide to re-

record the character's voices in English, rather than just using subtitles as in the Dreamcast version?

TI: We didn't do English voice-overs for the Dreamcast version due to time and technology restraints. There were also many hardcore fans that told me not to dub the voices for the Dreamcast version. However, I would like the make the game enjoyable for many more gamers, and help them better understand the background behind its events and characters, so that's why I wanted to include English voice-overs in this version.

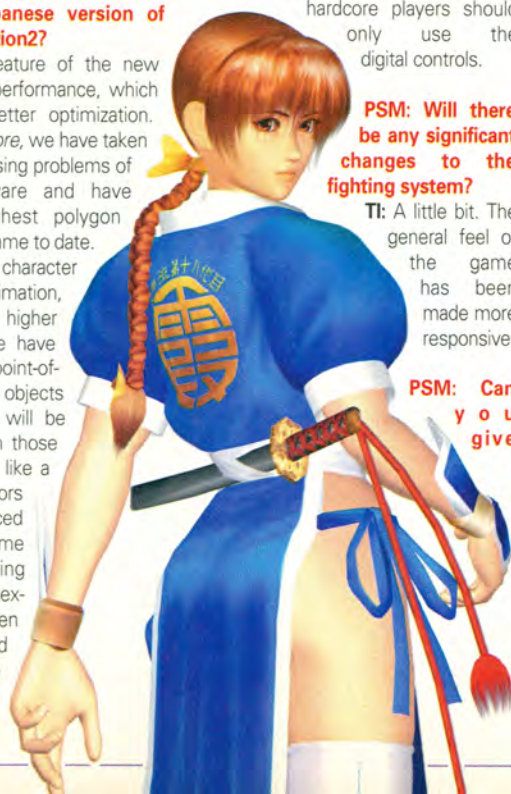


▲ Dramatic new lighting effects and more realistic-looking clothing are just two benefits of the new, better optimized 3D engine used by *DOA2: Hardcore*.

PSM: Purists usually don't like dubbing because the voice actors don't get the nuances of the characters and the storyline.

TI: That is very important. In a lot of cases, voice-overs are done by a first party, such as Sony or Sega, and aren't controlled by the original developer. In such a case, certain nuances are lost that are very important. In other cases, the voice-overs are done in Japan, and the results can sometimes sound strange to a native English speaker. So, we wanted to find native English speakers to do the voice-overs. Of course, purists will still have a choice. You'll be able to switch the voices between English and the original Japanese, and there will be subtitles in English, Japanese, Spanish, German, Italian, and French.

PSM: When will the game be released? Are there any plans for a collector's edition (with special pack-



aging) like there was in Japan?

TI: We are planning to release the game on October 26. Personally, I would like to do something special with the packaging, but that is ultimately a marketing decision.

PSM: Will Tengu, the last boss for the earlier versions, be playable in this version? In the past, you'd mentioned the possibility of other hidden characters — is that still the plan?

TI: Yes, but only if the player makes their very best effort will he become available. There might be something more than Tengu, but for now that's a secret.

PSM: How will the game's secrets work? Do you unlock certain things as you complete the game with specific characters?

TI: It will be a very different system, called "collection mode." The player can keep track of their achievements in this mode, but I can't tell you exactly how bonuses will be unlocked yet; that's a secret. I can reveal one secret now. If you break a wall in a certain stage, there will be a hamburger there. That's the idea. "You got the hamburger!" There will be things hidden everywhere that add to your collection total.

PSM: Will this be the final, definitive version of DOA2, or are there still other versions planned?

TI: Up to this point, I have never mentioned it, but yes, this is the final version. I have included all of the features that I originally intended. There is a European (PAL) version planned, but its content will be identical to the US version of DOA2: Hardcore.

THE FUTURE OF DOA

PSM: Have you had time to think about the future of the DOA series, possibly *Dead or Alive 3*?

TI: Yes. We are currently collecting materials and ideas for the next game, and doing early motion-capturing.

PSM: Would you consider the PS2 arcade hardware for the project?

TI: I haven't decided on a platform yet.

PSM: Thinking back, were there any features that you weren't

able to include in DOA2 that might resurface in the next game?

TI: No. It will be based on all new ideas. There's a chance that it may even have a different name entirely.

NINJA GAIDEN

PSM: How is work progressing on *Ninja Gaiden*?

TI: Right now, we are working on the storyboards that will tie the visuals

"WE WANT THE NINJA'S SWORD TO BE ALMOST A CHARACTER IN ITSELF."

together. There is a game engine in development in a different area of our company, but the people working on it only know it as a "secret project."

PSM: Will the game still be released in the U.S. first?

TI: It will be released in the US first and feature English voice acting. There won't be a "hardcore" version for Japan. (laughs)

PSM: How much of the work you've done on DOA2 will carry over to *Ninja Gaiden*?

TI: A very limited part. We will use some core elements of the graphics engine we developed for DOA2 in *Ninja Gaiden*.

PSM: Can you give us any new details on how the game will play, what the story will be, or what characters will be involved?

TI: Not yet. We are still deciding on which characters will be involved and, as I said earlier, the storyboards are our focus right now. We are working under the concept that "the sword is cool." We want the ninja's sword to be almost a character in itself.

PSM: When can we expect *Ninja Gaiden* to be unveiled?

TI: We will reveal the game at next year's E3 show. We're still deciding if it will be in playable or videotape form.

TEAM NINJA

PSM: When was Team Ninja formed?

TI: It was created about five years ago. Our first project was *Dead or Alive* for the Sega Model 2 arcade hardware.

PSM: Were you the original head of the team?

TI: Yes, more or less. (laughs)



▲ According to Mr. Itagaki, the game's visual quality won't differ in the slightest between its real-time cinematics and gameplay, nor will there be any loading in-between.

PSM: How is Team Ninja divided up among your various projects? Is one part working on DOA2 while others work on *Ninja Gaiden*?

TI: Team Ninja is multi-tasking, working on all of our projects at the same time. My main programmer has several development kits all at his one desk. (laughs)

PSM: Finally, if you could work with any other game designer on a project, who would it be?

TI: I would say Mr. Iishi of Dream Factory [the developer of *The Bouncer*]. Actually, there are many good developers that I would like to work with if given the chance. I would also like to work with American developers on projects, and have been speaking with some about this. There's a lot we could learn from each other.



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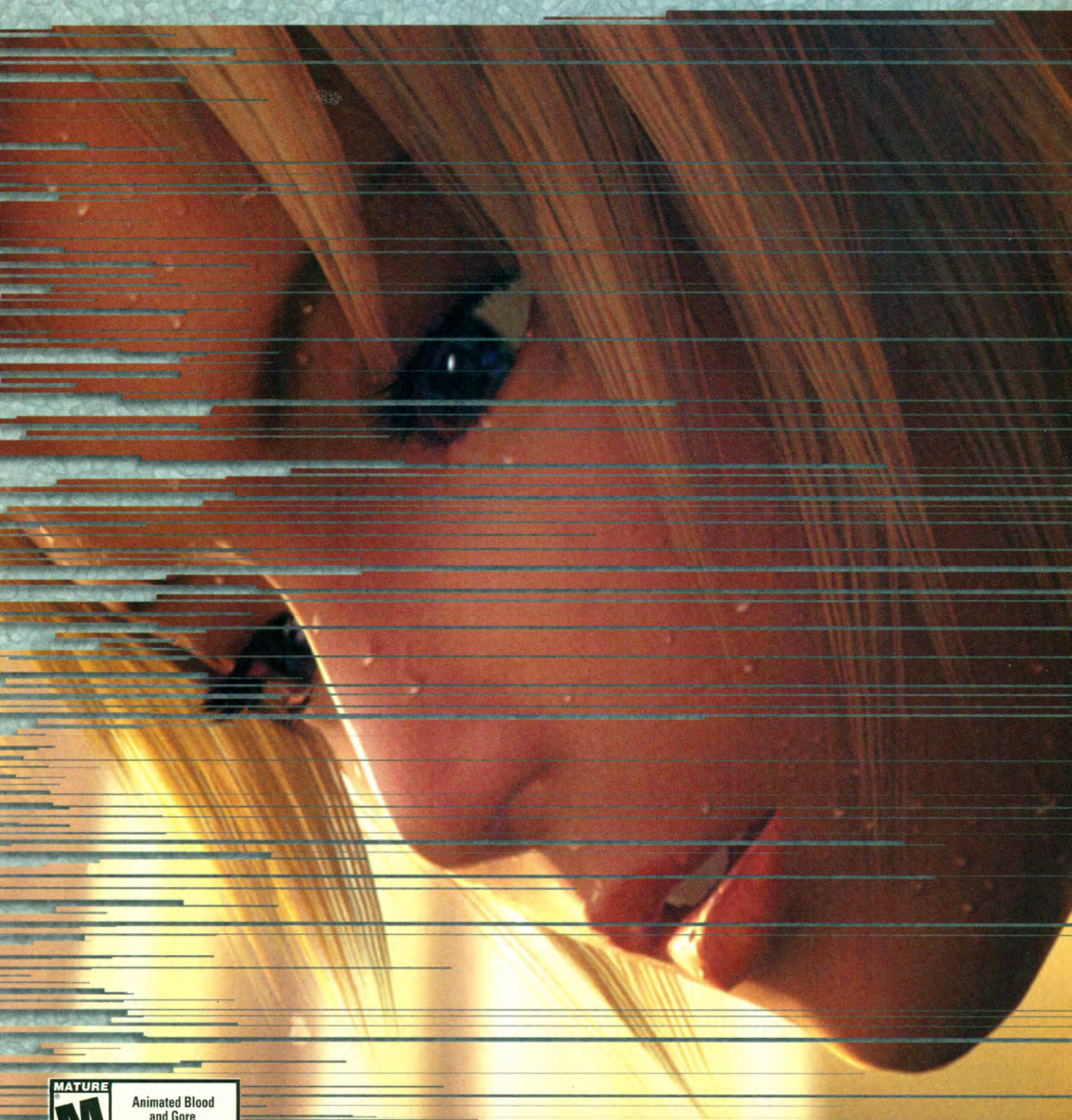
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CHECKPOINT!

The PSM Release Schedule

We've listed every upcoming PlayStation game we can think of. However, keep in mind that these dates often change. It's still fun to look forward, though!

PlayStation Charts

Your monthly look at the best-selling PlayStation games



The EB Chart

(For July)

◀ This arcade fighter from Activision is enjoying massive movie tie-in success.

Here are the top selling PlayStation games at Electronics Boutique stores nation-wide. *X-Men: Mutant Academy* tops the chart this month.

- 1 ► **X-Men: Mutant Academy**
- 2 ► **NCAA Football 2001** - First of the season
- 3 ► **Legend Of Dragoon** - Slipping, but still selling strong
- 4 ► **Digimon World** - Riding the cartoon's popularity
- 5 ► **Threads Of Fate** - Square's latest action/RPG
- 6 ► **Vanguard Bandits** - Mechs meet Merlin
- 7 ► **Triple Play 2001** - Baseball's leading scorer
- 8 ► **Legend Of Mana** - Sequel to the SNES classic
- 9 ► **Strider 2** - Two games in one
- 10 ► **Covert Ops: Nuclear Dawn** - Train-based action



NDP Chart

(For Mid-July)

◀ This hot skateboard classic is back on top with a sequel just around the corner.

Every month, NDP surveys a wide variety of retailers to determine the nation's top ten best-selling PlayStation games.

- 1 ► **Tony Hawk's Pro Skater**
- 2 ► **Legend Of Dragoon** - Sony RPG slips a notch
- 3 ► **Spec Ops** - A steal at \$10!
- 4 ► **WWF Smackdown** - Still going strong
- 5 ► **Tekken 3** - Fighting back onto the charts
- 6 ► **Driver** - You're the wheelman
- 7 ► **Syphon Filter 2** - Action packed
- 8 ► **Syphon Filter** - Almost as popular as its sequel
- 9 ► **Triple Play 2001** - Still the top ball game
- 10 ► **Gran Turismo 2** - Back on the charts

COLOR KEY

Green: Release has changed since last month.
Red: A brand-new addition to the list this month.

PlayStation Games

3RD-QUARTER GAMES

SEPTEMBER

3DO	Action	Army Men: Air Attack 2
3DO	Action	WDL Thunder Tanks
Activision	Skateboarding	Tony Hawk's Pro Skater 2
Capcom	Action/Platform	Mega Man Legends 2
Codemasters	Boxing	Mike Tyson Boxing
EA Sports	Sports	NCAA Football 2001
Hasbro	Action	Action Man
Hasbro	Arcade	Breakout
Hasbro	Gameshow	Family Feud
Hasbro	Arcade	Frogger 2
Hasbro	Arcade	Galaga
Hasbro	Gameshow	Jeopardy
Hasbro	Gameshow	Wheel of Fortune
Konami	Sports	ESPN Fishing
Konami	Sports	ESPN MLS Game Night
Midway	Car Combat	Destruction Derby Raw
Midway	Action/Adventure	In Cold Blood
Midway	Sports	NFL Blitz 2001
Namco	Action	Ms. Pac-Man Maze Madness
Sony	Sports	NHL Face Off 2001
Square EA	Action/RPG	Parasite Eve 2
Take Two	Racing	Ford Racing
THQ	Sports	MTV Sports Pure Ride
THQ	Adventure	Scoby-Doo
Ubi Soft	Racing	F1 Championship '99
Ubi Soft	Action	Inspector Gadget
Ubi Soft	Platform	Rayman 2
Vatical	Racing	Sea-Doo Hydrocross
Working Designs	Action	Raycrisis

OTHER 3RD-QUARTER RELEASES

Electronic Arts	Sports	RollerJam
Fox Interactive	Wrestling	Simpsons Wrestling
Natsume	RPG	Harvest Moon: Back to Nature
THQ	Sports	MTV Sports Skateboarding

4TH-QUARTER GAMES

OCTOBER

3DO	Action	Army Men: Sarge's Heroes 2
Acclaim	Boxing	HBO Boxing
Activision	Action	Buzz Lightyear of Star Command
Berkeley Systems	Gameshow	You Don't Know Jack Vol. 2
Capcom	RPG	Breath of Fire 4
Capcom	Action/Adventure	Dino Crisis 2
Codemasters	Racing	World Racing Championship
Crave	Platform	Mort the Chicken
Crave	Fighting	Ultimate Fighting Championship
EA Sports	Sports	FIFA 2001
Hasbro	Racing	NASCAR Heat
Hasbro	Racing	NASCAR Racers
Jaleco	Action	Vampire Hunter D
Infogrames	Action	Worms
Midway	Racing	Muppet Race Mania
Midway	Racing	Rollcage Stage II
Namco	Action	Dragon Valor
Take Two	Adventure	Martian Gothic
Take Two	Strategy	Sheep
THQ	Action/Adventure	Evil Dead: Hail to the King

THQ	Wrestling	Smackdown 2: Know Your Role
THQ	Sports	T.J. Lavin's Ultimate BMX
Ubi Soft	Action	Donald Duck Quack Attack
Ubi Soft	Dancing	Jungle Book Rhythm 'N Groove

NOVEMBER

Acclaim	BMX Racing	Dave Mirra's Freestyle BMX
Activision	Adventure	The Lion King
Activision	BMX Racing	Mat Hoffman's Pro BMX
Activision	Action	X-Men: Mutant Wars
Atlus	RPG	Persona 2
EA Sports	Sports	NCAA March Madness 2001
EA Sports	Sports	Tiger Woods PGA Tour 2001
Enix	Action	Blade Arts
Hasbro	Racing	Nicktoons Racing
Konami	Platform	The Grinch
Konami	Action	The Mummy
LucasArts	Action	Star Wars: Demolition
Midway	Action	Muppet Monster Adventure
Midway	Boxing	Ready 2 Rumble Round 2
Rockstar	Adventure	Darkstone
Sony	Sports	Cool Boarders 2001
Sony	Party	Crash Bash
Sony	Platform	The Emperor's New Clothes
Sony	Sports	NBA ShootOut 2001
Sony	Sports	NCAA Final Four 2001
Sony	Platform	Spyro: Year of the Dragon
Southpeak	Action	Dukes of Hazard 2
Take Two	Action	Hidden & Dangerous
Ubi Soft	Racing	Batman Overdrive
Ubi Soft	Action	Inspector Gadget
Ubi Soft	Action	The Road to El Dorado
Ubi Soft	Action	V.I.P.
Working Designs	RPG	Arc the Lad Collection

DECEMBER

EA Sports	Racing	Supercross 2001
Midway	Platform	Deuce

OTHER 4TH-QUARTER RELEASES

Capcom	Action/Adventure	Resident Evil: Survivor
Codemasters	Racing	Colin McRae Rally 2.0
EA Games	Action	007 Racing
EA Games	Action	Medal of Honor Underground
EA Games	Action	The World Is Not Enough
EA Sports	Racing	NASCAR 2001
Eidos	Action	Fear Effect 2: Retro Helix
Fox Interactive	Action	Alien Resurrection
Fox Interactive	Action/Adventure	Planet of the Apes
Infogrames	Adventure	Alone in the Dark: Nightmare
Infogrames	Action	Driver 2
Infogrames	Sports	Power Spike Pro Beach Volleyball
Infogrames	Action	Looney Tunes: Time Busters
Infogrames	Action	Looney Tunes Racing
Infogrames	Action	Looney Tunes: Dog 'N Wolf
Mattel	Fighting	Rock 'em Sock 'em Robots
THQ	Action	Danger Girl
THQ	Action	Power Rangers Light Rescue
Titus	Action	Incredible Crisis
Working Designs	RPG	Lunar 2: Eternal Blue Complete

1ST-QUARTER 2001 GAMES

Fox Interactive	Action/Adventure	Buffy the Vampire Slayer
Namco	Light Gun	Time Crisis: Project Titan

TO BE ANNOUNCED

Bethesda	Racing	IHRA Drag Racing
Eidos	First-Person Shooter	Daikatana
EA Games	Racing	Moto Racer World Tour
THQ	Bowling	Brunswick Circuit Pro 2
THQ	Racing	Championship Motocross 2



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PlayStation2 Games

4TH-QUARTER GAMES

PS2 LAUNCH GAMES (October 26)

Agetec	RPG	Eternal Ring
Capcom	Fighting	Street Fighter EX3
Crave	Racing	Jet Ion
EA Games	Strategy	Kessen
EA Games	Strategy	Theme Park World
EA Games	Action	X Squad
EA Sports	Sports	FIFA 2001 Major League Soccer
EA Sports	Sports	Madden NFL 2001
EA Sports	Sports	NHL 2001
EA Sports	Racing	SSX
EA Sports	Sports	Swing Away Golf
Eidos	Action	Time Splitters
Koei	Action	Dynasty Warriors 2
Konami	Sports	ESPN X-Games Snowboarding
Konami	Action	Gradius III&IV
Konami	Sports	International Track & Field
Konami	Action	Silent Scope
Midway	Action	Gauntlet: Dark Legacy
Namco	Fighting	Tekken Tag Tournament
Namco	Racing	Ridge Racer V
Rockstar	Racing	Midnight Club
Rockstar	Action	Smuggler's Run
Sony	Sports	NFL GameBreaker 2001
Sony	Sports	NFL GameDay 2001
Sony	Sports	NHL Face Off 2001
THQ	RPG	Summoner
Ubi Soft	Adventure	Disney's Dinosaur
Ubi Soft	Action	Donald Duck Quack Attack
Ubi Soft	Racing	F1 Racing Championship
Ubi Soft	Platform	Rayman 2: The Great Escape
Ubi Soft	Action	The Jungle Book: Rhythm & Groove

NOVEMBER

3DO	Action	WDL Thunder Tanks
Agetec	Action	Armored Core 2
Agetec	Adventure	Evergrace
Infogrames	Action	Unreal Tournament
Midway	Fighting	Ready 2 Rumble Round 2

OTHER 4TH-QUARTER RELEASES

3DO	Action	Army Men: Air Attack 2
3DO	Action	Army Men: Sarge's Heroes 2
3DO	Adventure	Warrior of Might and Magic
Bethesda	Strategy	Dreamland Chronicles
EA Games	Action	The World Is Not Enough
EA Games	Wrestling	WCW 2001
EA Sports	Sports	Knockout Kings 2001
EA Sports	Racing	NASCAR 2001
EA Sports	Sports	NBA Live 2001
EA Sports	Sports	Tiger Woods PGA Tour 2001
Eidos	Adventure	Legacy of Kain: Soul Reaver 2
Konami	Strategy	Age of Empires II
Konami	Sports	NBA 2 Night
Konami	Adventure	Shadows of Memories
LucasArts	Action	Star Wars: Starfighter
LucasArts	Racing	Super Bombad Racing

Metro3D	Action	Armada 2
Midway	Racing	Off-Road Thunder
Namco	Racing	Moto GP
Rockstar	Action	Oni
Sony	Adventure	Dark Cloud
Sony	Puzzle	FantaVision
Sony	Racing	Gran Turismo 2000
Square EA	Action	The Bouncer
Tecmo	Fighting	Dead or Alive 2: Hardcore
THQ	Action	Red Faction

1ST-HALF 2001 GAMES

Acclaim	Sports	All-Star Baseball 2001
Acclaim	Racing	Ferrari 360 Challenge
Activision	Adventure	Gunslinger
Activision	Adventure	Orphen
Activision	Racing	Street Lethal
Infogrames	Action	Motor Mayhem
Infogrames	Adventure	Oddworld: Munch's Oddysee
Interplay	Strategy	Ground Control
Interplay	Action	Run Like Hell
Konami	Adventure	Zone of the Enders
Midway	Action	Gauntlet: Dark Legacy
Sony	Racing	Wipeout Fusion
Square EA	Racing	Driving Emotion Type-S

2ND-HALF 2001 GAMES

Acclaim	Racing	Ferrari F1
EA Sports	Sports	Cyber Tiger 2001
Konami	Action/Adventure	Metal Gear Solid 2
Midway	Strategy	Legion: Legend of Excalibur

TO BE ANNOUNCED

Acclaim	Action	Shadowman 2
Acclaim	Racing	Stunt Squad
Acclaim	Racing	SCR
Konami	Action	Seven Blades
Blue Byte	Action	Dragon's Lair 3D
Capcom	Adventure	Onimusha: Warlords
EA Games	Strategy	Pirates of Skull Cove
EA Sports	Racing	F1 2001
Eidos	Action	Eden
Eidos	Action	Hardy Gerdy
Eidos	Adventure	Tomb Raider
Empire Interactive	Racing	World Sports Cars
Konami	RPG	Ephemeral Fantasia
Midway	Action	Spy Hunter
SCI	Action	Titanium Angels
Sony	Action	Extermination
Sony	Adventure	Drakan 2
Sony	Strategy	Dropship
Sony	Racing	Formula One 2000
Sony	Adventure	ICO
Sony	Racing	Spin Sprint Car Racing
Sony	Action	The Getaway
Square/EA	RPG	Final Fantasy X
Square/EA	RPG	Final Fantasy XI
THQ	Adventure	The Lost
THQ	Wrestling	WWF Wrestling Title
Titus	Racing	Formula X
Titus	Action	Robocop
Titus	Action	Top Gun

PSM'S MOST WANTED



1 ► SSX

EA's snowboard racer has kept a surprisingly low-key presence since its announcement, but the early version we've been playing is anything but tame. Keep your eyes out for this one!

2 ► The Bouncer

Slowly but surely, the veil of secrecy surrounding Square's most-awaited PS2 game is being removed. The new screens we recently received had us floored — but there's still no word on how it'll actually play. Keep those fingers crossed!



3 ► Final Fantasy IX

How many games sell more than two million copies on the first day? FFXIX did in Japan, and who knows what'll happen in the US? Square still hasn't confirmed when its latest RPG will hit stateside, but we'll keep you posted.



4 ► Madden NFL 2001

We recently got a chance to spend some quality time with EA Sports' first 128-bit gridiron offering. Though still unfinished, it's already easily the best-looking football game ever — extended play will tell if it's the best controlling. Bring it on!



5 ► DOA2: Hardcore

It's no secret that we're big fans of this series, but when we heard that Tecmo was actually re-doing a lot of the PS2 version of DOA2 for the US, our excitement level immediately jumped. It'll be a tough choice between this and Tekken Tag come October!

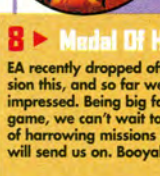
6 ► Summoner

Summoner has our interest piqued because you'll actually summon monsters to do your bidding in battle. This one will be available at PS2's launch, so we won't have to wait too long to see how it turns out.



7 ► Armored Core 2

Every one of the staff has a soft spot for giant robots, so when you combine one of the best console mech series with PS2, we're bound to get excited. This game promises to blow the doors of its predecessors!



8 ► Medal Of Honor 2

EA recently dropped off an early version this, and so far we're quite impressed. Being big fans of the first game, we can't wait to see what kind of harrowing missions the final version will send us on. Booyah!



9 ► WWF Smackdown 2

After playing the original Smackdown to death, we're really jonesing for more WWF action. Plus, we can't wait to play as the newer additions to the WWF roster — can you say "ladder matches?"

10 ► Crash Bash

This looks to be just what the PlayStation needs: A frantic four-player party game starring some of the coolest characters around. We've been glued to it for a couple of weeks now, and it's looking really promising.



COACH SMURF NEVER LETS ME IN THE GAME, SMURF IT ALL!

WHOA! THEM LITTLE FOOTBALL SMURFS ARE WEIRDIN' ME OUT!

I SMURFED THE MOTHER-SMURFIN' SMURF OUTTA THAT SMURF!





Unseen. Unheard. Unstoppable.



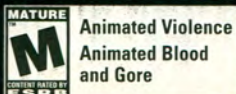
Play as three stealth assassins, Rikimaru, Ayame and Tatsumaru, in 29 day and night missions.



Unleash 21 stealth kill techniques and a variety of ninja weapons and items, including flaming arrows and invisibility.



Create your own missions and save them to a memory card to share and trade — even over the Internet.



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BIRTH OF THE STEALTH ASSASSINS™

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PSM's PS2 Launch Special

Gaming, as we all know it, will soon change. On October 26th, Sony will release the most powerful console ever — the PlayStation2. With at least one million units and between 20 and 30 titles available, it will be the biggest launch that the videogame industry has ever seen. So hold on, turn the page and see what Sony has in store for you.



ARE YOU READY?

As we approach the much hyped and anticipated arrival of the PS2, we decided to take some time and spotlight some of the major titles that have been confirmed for launch day. Consider this a final roundup of the titles that will introduce PS2 to the U.S. Obviously, we'll have full reviews next issue, but we wanted to give you just one more look before they all go under the microscope. This should hopefully give you a better idea of what to expect this October.

Now, for those few of you who haven't pre-ordered your PlayStation2s yet, don't worry. We've come up with some tips that just may help you score that illustrious console on launch day. We can't guarantee that you'll get one, especially when you consider the massive number of pre-orders there are, but you'll at least have a fighting chance and that's more than most other gamers are going to have.

Just for fun, we also take a look back at the PlayStation and Dreamcast launches, in order to see how they compare to each other and the PS2 launch side-by-side. It kind of puts into perspective how big the PlayStation2 launch really is. Sony certainly isn't going to be playing second fiddle to anyone.

Excited yet? We certainly are, so let's get on with the feature. Just be sure to take notes. We'll be quizzing you on October 26th!

HOW TO GET A PS2 AT LAUNCH

What's a would-be PlayStation2 owner to do on October 26 if they haven't already put their name (or deposit) down for one? Fear not, there's still hope. Here are a few tips to help you land a machine on day one:



► Several larger department store chains, including Target, Wal-Mart, and Sears never took pre-orders to begin with. They'll have plenty of machines and will be selling them on a first come, first served basis. With past launches, a lot of people haven't even considered that these stores would be selling the latest systems on day one.

► Wait a day for the commotion at the stores that took pre-orders to die down, then check to see if anyone on their list didn't pick up their system. If you've got the money ready, and the person who pre-ordered didn't actually put a deposit down, there's a good chance they'll sell you a PS2 on the spot.

► Try checking with any local 'mom and pop' video, electronic, and import shops. They may have gotten in a couple of systems from their distributors, and most other people probably wouldn't even think to try there.

► If all else fails, and you've absolutely got to have a system, and you've got money to burn, check one of the many online auction sites such as eBay. Chances are good that someone will be unloading systems, but they'll most likely carry a steep price tag.



THE BEST CONSOLE LAUNCH EVER?

There's no doubt that PS2 will sell like mad on day one, but that alone won't make it a great launch. The initial lineup of games will, and in this case, there will be plenty of titles to choose from. In fact, as of this writing, PS2's launch library

is the biggest ever for a console, covering almost every genre. Of course, the lineup could change between now and October 26, so just keep that in mind. Here's a look at how it currently stacks up against those of previous systems.

PlayStation2's U.S. Launch Lineup

Released On: 10/26/00 Price: \$299

DOA2: Hardcore	NHL Face Off 2001
Dynasty Warriors 2	RC Revenge Pro
ESPN X-Games Snowboarding	Ridge Racer V
Eternal Ring	Silent Scope
FIFA 2001 Major League Soccer	Silpheed: The Lost Planet
Gauntlet: Dark Legacy	Smuggler's Run
Gungriffon Blaze	SSX
International Track & Field	Street Fighter EX3
Jet Ion GP	Summoner
Kessen	Super Bust-A-Move
Madden NFL 2001	Swing Away Golf
Midnight Club	Tekken Tag Tournament
NFL GameBreaker 2001	Theme Park Roller Coaster
NFL GameDay 2001	Time Splitters
NHL 2001	X Squad

Dreamcast's U.S. Launch Lineup

Released On: 9/9/99 Price: \$199

Aerowings
Air Force Delta
Blue Stinger
CART Racing
House of the Dead 2
Hydro Thunder
Monaco Grand Prix
Mortal Kombat 4 Gold
NFL 2K
NFL Blitz 2000
Pen Pen Trilcelon
Power Stone
Ready 2 Rumble
Sonic Adventure
Soul Calibur
TNN Motorsports Hardcore Heat
Tokyo Xtreme Racer
Trickstyle

PlayStation's U.S. Launch Lineup

Released On: 9/9/95 Price: \$299

Battle Arena Toshinden
ESPN Extreme
Kileak: The DNA Imperative
NBA Jam: TE
Power Serve Tennis
Rayman
Ridge Racer
Street Fighter: The Movie
The Raiden Project
Total Eclipse Turbo

TOP FIVE LAUNCH GAMES

Everyone knows that the PS2 launch is going to be huge and that there's going to be an amazing selection of titles to choose from. So many games, in fact, that it's probably going to be difficult for a lot of you to choose which ones you want to buy. That's where PSM comes in. We've come up with a list of the top five games that you shouldn't miss. Buy any of them and you'll be a happy gamer. We guarantee it.



3. DOA2: HC

Part fighting game, part action movie, this enhanced version of the earlier Japanese PS2 release mixes a solid, true 3D fighting engine with excellent character designs and stunning multi-leveled combat environments. Us lucky U.S. gamers are getting better graphics, more characters, new costumes, more tag battle stages, and a collection mode that rewards exploration of the highly interactive stages with cool bonus items.

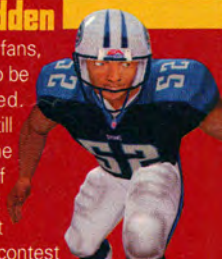


1. SSX

This isn't snowboarding as anyone has seen (or played) it before. It's a racing game, really, and an over-the-top one at that. There are punches, pyrotechnics, crazy tricks, cool characters, and the coolest, shortcut-laden course designs you've ever seen. It's also the best looking of the launch games we've seen yet, and, for a first effort, has loads of replay value — thanks to its Show Off mode, unlockable boards, and hidden costumes.

2. Madden

Football fans, prepare to be impressed. Though still early, the version of EA's first 128-bit gridiron contest we've been playing truly is the next generation of videogame football. It starts with the basic gameplay of this year's PS1 effort (read: very good) and throws in better physics, enhanced AI, analog play mechanics, and, of course, graphics and sound so real, you'd swear you were watching the real thing.



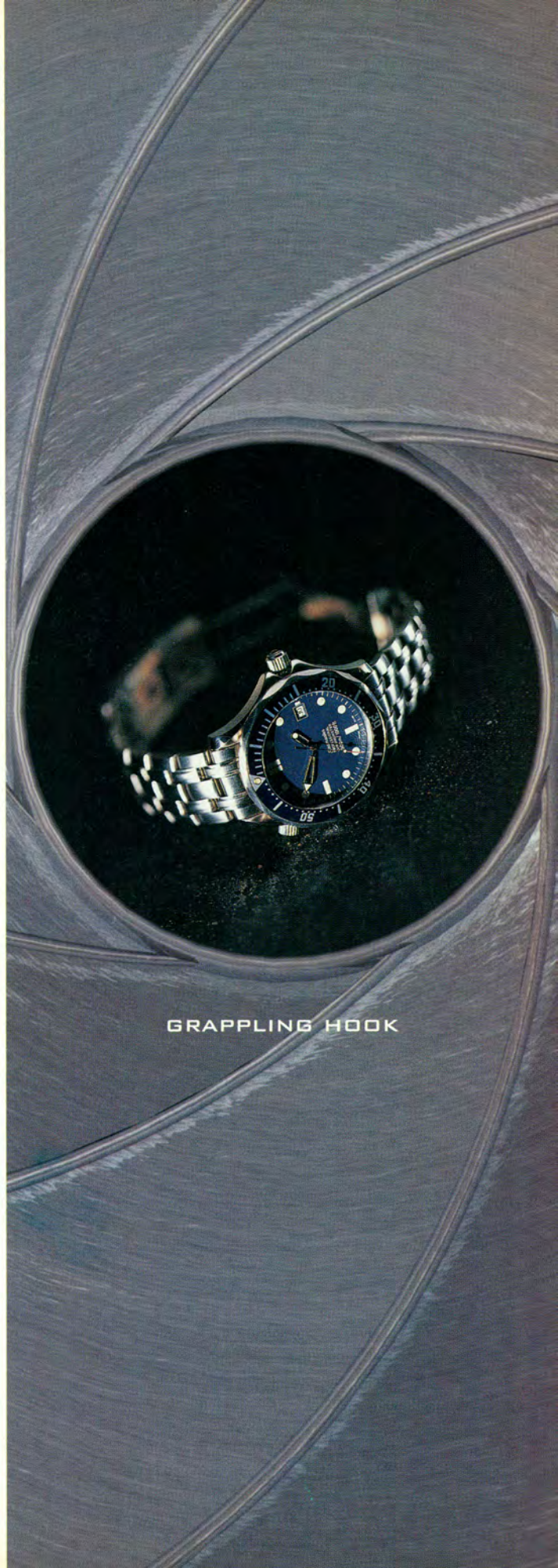
4. Ridge Racer V

The shining jewel of the Japanese PS2 launch, *Ridge Racer V* was the game that really showed what the console was capable of. From its real-time intro to the animated menu system and cool-looking cars, this is one game that oozes quality. The presentation is simply top-notch and so are the graphics. Track designs aren't as varied as they were in *R4*, but there's just so much more detail.



5. Tekken Tag Tournament

While not as innovative as it could be, *Tekken Tag Tournament* is still one of the most balanced and refined fighting games there are. Not only does it look significantly better than its arcade counterpart, but also introduces new gameplay mechanics, in the form of tagging. You also get one of the most interesting casts ever, with characters returning from all of the past *Tekken*



GRAPPLING HOOK

SUMMONER

Volition's heading down the final stretch

Easily one of the most anticipated titles coming out at the PlayStation2's launch, *Summoner* is heading towards completion. All that's basically left to do is transfer the game from the development kit onto a DVD, so that it can play on standard PS2s. Still, we're around a month and a half from being able to pick up the game in stores, so please enjoy these brand spankin' new screenshots. And don't ever say that we never did anything good for our readers. We manage to do something nice, at least once a year.

— Stephen Frost

► We're not quite sure what this bad guy is, but he does look like a skeleton in some sort of battle armor. Now, what's that purple flame... perhaps a spell of some sort?

► Take a closer look at the unique architecture that you'll see in this game. There's always something new and unique to grab your eye. Gnomes have also been known to do that.

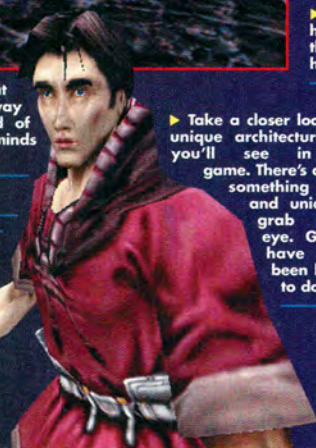
► "I want to cast magic missile." Those of you who saw Volition's hilariously funny *Summoner* video will know exactly what this quote refers to: "I'm attacking the darkness."



► Here's one of the freaky creatures that you'll have to fight as you make your way through the dark and clammy world of *Summoner*. The artists really let their minds go for this game.

Publisher: THQ
Developer: Volition
Release Date: October
Type: Action/RPG
of Players: 1
of Discs: 1

► After the massacre of his village, Joseph exiled himself to a town called Masad.



SILENT SCOPE

Konami's sniper game looks fun, even without a gun



► When infiltrating an enemy base at night, you'll have to use nightvision. However, be sure to take out enemies fast because they shoot up flares that will cause temporary blindness.



► The weak point of every boss seems to be the head. Although they can be killed with only one shot to the head, it is very difficult to hit them there.

Konami's arcade assassin game adds yet another genre to the PS2's software diverse launch. Some diehard shooter fans may be disappointed that *Silent Scope* is played without the sniper rifle, which detracts from the apparent realism of assassinating. However, we feel that the set-up with the PS2 pad actually makes it easier to play. Instead of constantly having to remove your eye from the scope to find enemies on the screen, now you can always see the main screen — and, therefore, all the enemies — while using the small icon that replaces the scope.

Besides this drastic change, the home version should surpass the arcade in gameplay options. Konami will include the arcade game, as well as add Practice and Original modes. Original mode is still incomplete, but judging from what is present, it looks like an enhanced practice mode. Although *Silent Scope* lacks a gun, and arcade mode takes little time to complete, it's still fun to play. At the very least, it should satisfy shooter fans on opening day.

— Chet Barber

Publisher: Konami
Developer: Konami
Available: Launch
Type: Shooter
of Players: 1
of Discs: 1



This is one of the outdoor practice ranges. Practice mode is a good way to learn to use the cursor.

► Although the Highway is the third level, it is actually a little easier than the Stadium because enemies are often close together.



► Up close? Don't try to zoom in to kill the enemy; it is a waste of time.

Madden NFL 2001

Best football game ever?

Since we did our first world-exclusive preview of *Madden*, the game has rapidly made its way downfield and is now approaching the endzone. There's only a little over a month until the game's release, so EA is working overtime in order to make it as complete as possible. The latest version of *Madden* that we saw was looking pretty sweet and almost all of the features and modes were finished. There were still some minor graphical and control issues, but the developers promised that those would be nonexistent in the finished product. Now, for all you football fans out there, we've got some hot screenshots straight from the playing field. Enjoy, but don't drool too much. We'll leave that to 989 Studios.

Publisher: Electronic Arts
Developer: EA Sports
Available: Launch
Type: Football
of Players: 1-8
of Discs: 1

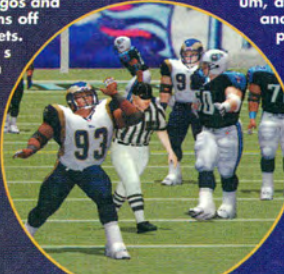
— Stephen Frost



▲ We are so impressed with the amount of details in the players. Just look at the sharpness in the jersey logos and the reflections off of the helmets. There's even hair on the arms.



▲ Even with highly detailed characters, the PS2 still has more than enough power to render a great-looking stadium, at least two referees, coaches and the chain gang. Oh, all the players on the sidelines are polygonal, too.



▲ Feel like celebrating? You will after you get this game home and start to play it. You'll be the envy of all your friends and coworkers. Hmm... this is sure one way to get chicks to come over to your place.



▲ Fans will be happy to know that while the graphics have been greatly improved, the game will still feel quite familiar. Sure, there are new modes and commands, but the general controls remain the same.

Coming
Soon

PlayStation 2



NUCLEAR DETONATOR

TEKKEN TAG TOURNAMENT2

U.S. version of Tekken receives new additions

Although there's very little we can tell you about *Tekken* that most of you don't already know, we've discovered that Namco will make some welcome additions to the U.S. version. First, there will be a one on one versus mode, which means that you can play without the tag option. Also, for those gamers who favor particular stages or music tracks, don't worry, because Namco will allow players to select their favorite stages in versus mode. Third, in practice mode, the key recording feature will return. This feature is particularly useful for understanding the timing of combos.

Finally, Namco will supposedly fix some of the graphical problems, such as

the shimmering and other minor glitches. If the shimmering is removed, then the jagged edges of the characters should almost disappear. Although *Tekken* looks much better than the arcade version, it still pales in comparison to the graphics in *Dead or Alive 2*.

— Chet Barber

▼ You gotta love all of King's throws. This one is quite cool to watch. When you have your opponent on the ground, press the two kicks, both punches, and then both kick again.



▲ Baek's double kick thrust is a deadly move. Try using it to end an air-juggle combo.



▲ Backwards Somersault Kick! Although it isn't the most practical move, it looks mighty fancy.



▲ The Frankensteiner is deadly, but difficult to execute. Use it the second your opponent stands up.

◆ Devil Kazuya zaps his opponent to death — a good move when energy is low.

Publisher: Namco
Developer: Namco
Release Date: Launch
Type: Fighting
of Players: 1-2
of Discs: 1

RIDGE RACER V

With few changes, Ridge Racer V races into U.S. stores



◀ Since you're generally driving around these tracks at over 100 mph, you sometimes miss all the detail around you. Namco went to great lengths to make sure each track seems as real as possible.

Sadly, this will be the last preview of *Ridge Racer V* that we'll ever do. The game is rapidly approaching the finishing line of its localization cycle and will arrive on store shelves in time for the PS2's launch. And, needless to say, it will probably end up being one of the most popular titles available that day.

In all honesty, the U.S. version of *RRV* won't differ that much from the Japanese one. Obvious changes, such as the language and the km to mph switch will be there, but it doesn't look like Namco will actually be adding any additional modes or options. It will, however, fix some of the minor graphical problems that were present in the Japanese original. The jaggy edges and shimmering effect, that we videogame journalists have grown to hate, should be all but distant memories in the final version of the game. That's reason to celebrate, alone.

Ridge Racer fans out there can expect a full review of Namco's premiere PS2 title next issue. Just be sure to have your racing helmets ready.

— Stephen Frost



▲ As you become a better driver, more and more cars become available. Here's the Angelus, one of the last vehicles to be unlocked. It's both cool-looking and extremely fast.



▲ Players have a lot of creative freedom in choosing their teams, logos and car schemes. You can even go into this Paint mode and specifically change certain colors on individual cars.



▲ The Time Attack mode is a great way for you to learn the courses and master those corners. Since some of these tracks can be difficult, it's certainly a welcome addition.



▲ If you think you have what it takes to beat the computer, one on one, then head to the Duel mode and battle it out. The winner takes all and the loser walks home with their head down.

Publisher: Namco
Developer: Namco
Available: October
Type: Racing
of Players: 1-2
of Discs: 1

TIME SPLITTERS

Perfect Dark for PS2?

Can some of the former developers responsible for *Golden Eye* create such an enjoyable FPS for the PS2? Although this is a high standard to meet, *Time Splitters* offers ideas that could mimic the gameplay of Rare's gems.

The most notable aspects of *Time Splitters* include the level editor and multiplayer mode. The level editor allows players to layout a level, add graphic effects, and determine the locations of enemies and items. The infinite possibilities for level design should keep the game fresh, especially in multiplayer mode.

The multiplayer mode is a blast to play. There are 20 characters, 36 different weapons, and 15 stages to choose. To add more variety, Free Radical has included eight different modes, such as deathmatch, last stand, and knockout. The action isn't boring in multiplayer mode, either. Since four human players and 100 computer opponents can play simultaneously, the action should always remain intense, to say the least.

With smooth graphics and lots of variety, this may be one to look out for this October.

— Chet Barber

Publisher: Eidos

Developer: Free Radical Design

Available: Launch

Type: First Person Shooter

of Players: 1-4

of Discs: 1



▲ When designing your level, you can include cool lighting effects such as flickering, switching, and pulsing.



▲ Don't bother chasing the aliens. Camp out in a corner and blast them as they pass you.



▲ Be careful outside the compound. Enemies from all directions will snipe at you from indoors.

► In the Tomb, some of the computer opponents consist of mummies. It's strange that these ancient dead people are so proficient with modern firearms.



COMING
SOON

PLAYSTATION 2



MISSILE LAUNCHER

ARMORED CORE 2

Publisher: From Software
Developer: From Software
Available: October
Type: Action
of Players: 1-2
of Discs: 1

Virtual On meets its match!

Wow! *Armored Core 2* is smokin'! The action continuously moves at a fast 60 FPS, and there doesn't appear to be any polygon dropout or draw-in. Such a smooth appearance is important, too. Since so much intense mech action constantly fills the screen, any graphical distortion would definitely hinder playability.

If you're unfamiliar with mech games, the complex gameplay and control might initially dissuade players from enjoying *Armored Core 2*. In story mode, players must complete missions in order to stop opposing forces, gain experience, and earn money. Earning money allows you to upgrade various body parts, such as your torso, head, weapon, sword, legs, etc. Money is also essential to progress through the game. If you're heavily injured or die often, you'll lose money on repairs, which prevents you from adding necessary modifications. So players can't simply blast their way through any level, but they'll have to discover enemies' patterns, and advantages and weaknesses.

As a supplement to the missions, From Software has further enhanced gameplay with Arena mode — a one on one mech fighter like *Virtual On*. In Arena mode, you'll have to compete against 50 other

mechs, all of which get progressively more difficult as you move up in the rankings. Arena mode is a supplement, and not a separate game, because in order to obtain first place, you must simultaneously complete missions and earn money to enhance your mech. If you simply try to play through Arena mode, you probably won't get past the fifth mech opponent. Although we are not yet sure what you'll receive for first place, you do earn money, and obtain useful experience for each mech destroyed.

For a console, *Armored Core 2*'s control is pretty tight, and definitely more user friendly than DC's *Virtual On*. Even players new to the genre will find it easy to move around, for the control is not as stiff and rigid as in many mech games. For players that still have problems, the practice mode will help. Rotating the mech seems to be the only problem with the control up to this point. When you're being blasted from behind, it takes too long to turn and find your enemy. Hopefully, by the time From Software releases the U.S. version, they'll include an automatic locking or quick turn feature.

— Chet Barber

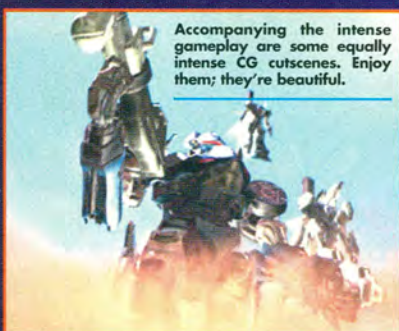


▲ This mech looks like it's ready to do some damage. Let's rock!!!

▼ Quickly learn the strengths and weaknesses of your enemies. For example, in this stage, the enemies can't jump. So, try to remain in the air as long as possible.



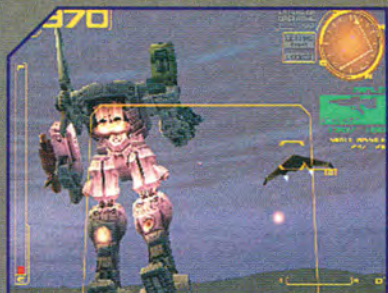
▲ This is your mech's sword attack. Although it is strong, you will also take lots of damage during close combat.



Accompanying the intense gameplay are some equally intense CG cutscenes. Enjoy them; they're beautiful.

Variety of Missions

There are many different kinds of missions to complete in *Armored Core 2*. You'll have to diffuse bombs, chase down enemies, defend your bases, invade enemy forts, and much more. The various missions should keep the gameplay interesting and fun.



▲ In this mission you'll have to defend your base from stealth fighters. Don't worry too much about getting hit by their bullets. Concentrate on avoiding their missiles.



▲ Here you're attacking an enemy fort. Make sure you have lots of ammo, because there are a ton of these little spider mechs.



▲ This level is tough. In order to complete the task, you need to destroy an armored vehicle, but since it is constantly trying to escape, it is difficult to keep up with it.

Fighting in the Arena

Although we haven't yet discovered the end result of winning in the arena, you do earn money for each match that you win. With at least 50 matches, this mode is a game in itself.



▲ There are more than 50 competitors in the Arena mode. You can't fight them all at once. You'll have to slowly upgrade your mech as you advance. Otherwise, you'll find yourself getting blown to bits by the time you meet the fifth opponent.



▲ There is a strategy to the fighting. Against mechs like your mech, it is wise to use an arena with many things to hide behind. While fighting against mechs that can't jump, try to pick stages with tall buildings that you can shoot from.



▲ This is the number one mech in the Arena mode. He's fast, tough and armed to the teeth (do mechs have teeth?). Make sure your mech has all the best stuff before you engage it, unless you really like ending up on the scrap heap.



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SSX

Publisher: EA
Developer: EA Canada
Available: October
Type: Racing
of Players: 1-2
of Discs: 1

Hands-on impressions of EA's outrageous snowboard racer

One of the first things to strike us about the early version of SSX we've been playing is the extreme amount of detail that's being paid to course design. The finished game will boast seven main runs, many of which will take up to seven minutes to complete, but there doesn't seem to be a square foot of them that's wasted or repeated.

Every turn, jump, and path has a purpose, and they're absolutely loaded with shortcuts — from simple corner cuts to completely different routes altogether. Not only that, but they'll all be completely different in terms of atmosphere. Mercury City Meltdown, for instance, is set within a sprawling New York City-like metropolis, while Aloha Ice Jam takes place on an iceberg that's been towed off the shore of Hawaii.

There'll be eight characters to take to the slopes as, some of which must be unlocked, and each with several hidden costumes and boards. You'll be able to boost your rider's edging, speed, stability, and trick skills with points received for winning races in the game's World Circuit mode. Each run will also have strategically-placed speed and trick boosting power-ups to push your rider's skills even further.

In addition to the main World Circuit championship, the game's modes will include Single Race and Show Off (where medals are earned for racking up trick points). There'll also be a full replay mode that allows saving, and a two-player, split-screen mode that runs at the same speed and detail level as the one-player game.

As it stands, SSX is looking and playing great. There are a few problems with frame-rate drops, but EA is hoping to iron these out before the game's release. Unless something truly awful happens, this could easily be one of the many must-have titles come October 26. Stay tuned for our full review to see how it turns out.

— Randy Nelson

Each course boasts lots of subtle personality touches, such as these hapless penguins on the Aloha Ice Jam run.



You'll get points for winning races that can be used to boost your character's stats in four categories.



From the intense fireworks to the massive gorges you have to jump, it's clear that this isn't going to be your average snowboarding game.



Hazards and Helpers

Each course features its own share of natural obstacles and hazards to contend with — or use to your advantage. In some courses, mechanical hazards are actually triggered by passing over switches in the snow. Using the right timing, you can really put a damper on your opponents.



This snow blower on the Aloha Ice Jam course will actually propel you ahead if you grind on it just right.



Mesa Blanca's narrow suspension bridge actually sways back and forth, making it very hard to keep from plummeting into the gorge below.

Crazy Courses

SSX's courses look absolutely wicked, but that's not the extent of their personalities. You can also expect course announcers that speak the native language of the locale (such as French, English, and Japanese), thousands of cheering fans, and loads of unique features, from bridges and loops to pinball machine-like machinery.



Snow Dream is the first course available in the game. It's a good place to get to grips with the control and scope of the crazy racing action you're in store for.



Elysium Alps is highlighted by extremely tight turns and a looping section of track near the finish line. Better take your Dramamine...



Set amid the skyscrapers of a bustling city, Mercury City Meltdown takes you down city streets, through a huge park, and between freeway interchanges.



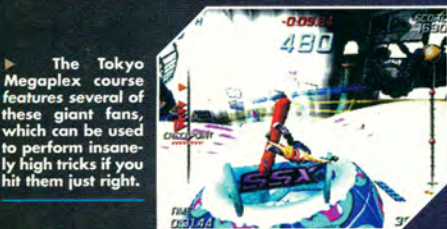
▲ Zipping headlong down narrow city streets is something normally reserved for car-based racers, but SSX brings it into the snowboarding genre. You can even run into fire hydrants.



▲ Natural formations and man-made architecture are put to good use on a number of tracks. Just imagine the wicked air you'll be able to catch off this bridge.



▲ Thousands of spectators pack the course-side stands, and you can actually hear them cheering you on (not just a generic crowd noise sample) as you rush past them.



► The Tokyo Megaplex course features several of these giant fans, which can be used to perform insanely high tricks if you hit them just right.



◀ You can see for what seems like miles in front of you without noticing any draw-in of the environment.

Shortcuts Are Everywhere

With courses so huge, you'll spend a lot of time learning the basic route. Once that's mastered, though, and you want a leg up on the competition, there are countless shortcuts to be found, some of which are completely new routes through large parts of the course.



▲ These glass SSX signs serve as hints to the location of some shortcuts.



▲ To find other routes, such as this abandoned mine cart tunnel, you'll really have to keep your eyes peeled.

PSM Breakdown

Pulling various tricks in the air will earn you combo points. If you keep pulling the same trick though, you'll get less points.

This bar shows where you are in relation to your opponents, checkpoints, and the finish line.

Doing tricks fills up your Adreneline Meter, which you can use to go faster.

The characters are extremely well done. They have rounded polygonal bodies, they move smoothly, and even have lots of personality.

3RD

1 480

SCORE 6940

TIME 0:23.54

28 mph

▲ Are these graphics not amazing? The trees even look like they're from "How the Grinch Stole Christmas". AWESOME.



► This might look like you've gotten stuck in a snow drift, but it's actually the inside of the Elysium Alps' disorienting loop.



▲ Located in the US, Mesa Blanca has narrow canyons, an abandoned mine shortcut, and a teetering suspension bridge. Who knew there was snow in the desert?



▲ More of a giant pinball machine than a mountain, Tokyo Megaplex features huge fans that send the snowboarders skyward and "forests" of automated obstacles that can be triggered by switches.



▲ The last "traditional" course in the game, Aloha Ice Jam takes place on an iceberg towed offshore of the Hawaiian islands. There are lots of gorges to be jumped here.



▲ Playable only in the Show Off mode, Pipe Dream is bristling with hundreds of multi-directional rails to grind on. It's kind of like being on a roller coaster. Check out the huge snow flakes.

X SQUAD

New details on the US version of EA's squad-based shooter

Publisher: Electronic Arts

Developer: EA Square

Available: October

Type: Action

of Players: 1

of Discs: 1

Now confirmed as a US launch title, *X Squad* has come a long way since we first saw the game running a couple of Tokyo Game Shows ago. What was once little more than a tech demo has evolved into an innovative action game that combines squad-based tactics and more than a smidgen of *Metal Gear Solid*-like stealth elements.

You start out the game alone, but you'll meet up with your three other teammates along the way, at which point they come under your control, and can be issued a variety of orders, from assuming reconnaissance duties to providing covering fire. You can direct each team member individually, or issue orders to them as a group. They can take damage, which will affect their rate of movement, but thankfully it takes a lot to kill them. At this point, their AI is good, but not great — this will likely be tweaked before the game's release this October.

Weapons-wise, *X Squad* boasts more firepower than an entire army is used to seeing. Beginning with basic armaments, such as pistols and machine guns, you'll have the opportunity to either find or purchase heavy

weaponry, like flame throwers, rocket launches, freeze guns, and a lethal, arcing, lightning cannon. There'll also be a variety of items to buy between missions, including a pair of sunglasses that provides threat information and radar-like enemy location.

The early stages we've played share a lot of the same textures and architecture, but that'll hopefully change as we get further into the finished game. In terms of special effects and character animation, however, the game looks set to excel. There are loads of motion-captured movements for each squad member, plus enemy death sequences, and the effects such as fire, sparks, bullet trails, and your personal force-field really make good use of PS2's capabilities.

With its mix of all-out action and squad tactics, *X Squad* should make an intriguing addition to PS2's launch lineup. It'll also be the first action game for the system here in the states, so fans of the genre will want to keep their eyes on this one.

— Randy Nelson



▲ The first level boss carries a flame thrower and has several goons for backup. You can watch your teammates as they continue fighting him if you die, but you can't actually beat the level that way.

► It's not all tight corridors; some of the levels have wide-open areas and interesting architecture. Just be on the lookout for snipers...

► There are lots of destructible objects in the environment, like these fuel drums, which can cause harm to nearby enemies, when you shoot them.



► Once you meet up with them, your teammates will provide much-needed backup in firefights.



THE STEALTHIER, THE BETTER

It's not quite *Metal Gear Solid*, but *X Squad* does place some emphasis on keeping your team as stealthy as possible.

To this end, Ash can lean around corners to fire at enemies. You'll also need to take out camera turrets in certain areas to keep from alerting enemies to your whereabouts.

Sneaking up on guards is also possible, but they are able to hear your footsteps and see you with their peripheral vision.



▲ Holding the L1 button and pressing left or right on the left analog stick causes Ash to stealthily duck around corners. Using the right analog stick, you can point his gun in the enemy's direction, at which point it locks on for a perfect shot.



▲ Before entering each of these presumed hostage holding areas, Ash has to take out a security sentry on the ceiling or risk getting ambushed by alerted guards. You'll have to keep both eyes wide open!

OUTFIT YOUR SQUAD

After each mission, you'll be rewarded points based on how well your squad performed in several categories. You'll then be able to use these points to buy new weapons and gear. Once you've got the gear, you have to distribute it among your team members, taking into account that each mission has a certain weight limit that each person can carry.



▲ From this screen, you'll be able to switch between squad members and manage their gear. When selected, each character goes through a cool animation sequence. Ash salutes like a soldier.



▲ If you select "buy," you can browse through various items and weapons and purchase them if you have enough points accumulated.



▲ While he's certainly no Solid Snake, Ash looks like he's ready for just about any kind of action.

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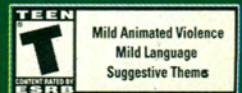
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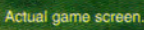
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DOA2: Hardcore

It's Come A Long Way...

When the first *Dead or Alive* game got released, it was quite impressive in terms of both visuals and gameplay. Despite being loosely based on the *Virtua Fighter* series, the title still had its own unique feel and character. Now, a little over two years later, we're graced with the sequel. And what a sequel it is. Tecmo wasn't content to just release a slightly better version of the original game. It's taken everything to a whole new level.



While introducing the concept of the Danger Zone, DOA's arenas were quite limited in their scope and overall design and they were all confined to one level. Gameplay-wise, reversals were very easy to pull off, but often didn't cause any damage. They were used more for just knocking your opponent's attacks out of the way.



In DOA2, almost all the environments have multiple levels. In fact, the only ones that don't are the tag-team arenas. Characters move in a more realistic manner and react in different ways to the areas that they're fighting in. Reversals work in the same general way, but are now actual attacks rather than just general counters.



American PS2 owners look to get the best version of DOA2

The history of *Dead or Alive 2* is quite interesting to trace. The game started out as an arcade title, running on Sega's NAOMI hardware. Soon after, it was ported over to the Dreamcast for the U.S. market. In Japan, Tecmo added some new levels and costumes and released it for the PlayStation2 this past March. That version of the game, however, suffered from a few minor graphical problems, such as the now-classic jaggy edges and shimmering effect. In every other regard, though, it was superior to the arcade original. Now, with those problems in mind, Tecmo is once again hard at work on a new version of the game. And this time, it's for the U.S. PlayStation2.

Using a completely rebuilt game engine and featuring a large number of improvements and additions, *DOA2: Hardcore* will be the definitive edition of the game. There won't be another version released... ever. When directly compared to the U.S. Dreamcast version, *Hardcore* will be graphically superior, include at least three new fighting environments (with added interactive elements), four additional tag-team arenas, two to four hidden modes and countless new costumes. Also, Tengu (the last boss) is now unlockable and can be played. Apparently, there are also several other major differences between the two versions of the games, but Tecmo isn't talking quite yet.

► Helena is a world class soprano from France. She can make you hit the high notes, too!

Publisher: Tecmo
Developer: Tecmo
Available: October
Type: Fighting
of Players: 1-4
of Discs: 1



Bass shows Ein that he can really fly. The only bad part is the landing. The arenas in DOA2 tend to have a lot more variety than those found in other fighting games. This one happens to be a giant elevator.

While not all of the aliasing problems could be fixed, there are hardly any noticeable jaggy edges to be found. In that one regard, it's very similar to the Dreamcast version.

What separates the *DOA* series from the other fighting games out there is its focus on counters and reversals. Granted, most titles in this genre have their fair share of such defensive attacks, but not to the degree that *DOA* has. The fighting system, itself, is designed around predicting the attacks of your opponent and using that to your advantage. And in order to make that as easy as possible, the game includes a special "reversal" button that, when hit at the appropriate time, allows you to easily counter an attack. Due to this, the series has a very different feel when compared to *Tekken* or *Street Fighter*. Hopefully, fighting game fans will appreciate that.

In many ways, we dare say, *DOA2: Hardcore* is easily one of the best-looking titles available on the PS2. And in the fighting arena, it looks to easily compete against *Tekken Tag Tournament* in terms of both visuals and gameplay. The only thing it doesn't really have going for it is name recognition. And that's why Tecmo is going all out to promote the game in stores and in the magazines. It's sure that once people see the game and play it, they'll tell their friends how cool it is. And to be honest, we're pretty sure, too.

— Stephen Frost



► The quality of the textures on the characters has improved quite a bit, even over the Japanese PS2 version. The clothes themselves look more detailed and reflect light, just like real fabric would.



If there's one thing that the PS2 can do well, it's lighting. Tecmo has spent a lot of time perfecting the lighting effects in DOA2 and it certainly shows. Just check out this sunset.

Cool Tag Attacks

Despite having the word "tag" in its title, *Tekken Tag Tournament* doesn't really push the whole teamwork aspect like *DOA2 Hardcore* does. Not only are there different team attacks you can do, depending on which characters you partner up, but each character also has their own power bar. In *Tekken*, there are no real partner attacks and once one character runs out of energy, the round is over.



▲ Here's one of the more basic team attacks. Bass and Leon team up to give Jann-Lee a massive shoulder charge. The cool thing is that the attacks differ, depending on what two characters you team up.



▲ Thanks to the ability of the PS2 to handle complex physics, *DOA2* will showcase some awesome clothing effects. Clothes will flow and move around the character, depending on what they are doing. Weather conditions will also affect this.



▲ Here's a look at one of the new tag-team arenas. It actually looks like the octagon where the UFC fights are held. There's even a score board in the background. The UFC was never this hardcore, though.



▲ "I'm blinded by the light!" Several of the fighting arenas contain Danger Zone areas like in the first game. Hit your opponent into them and they'll lose quite a bit of energy.

▶ Ein looks like he's ready to kick some serious butt!

▼ For a brief moment in time, Bass defies gravity in the new desert level. Notice how the wind blows the sand around. It's these little touches that really make the game shine.



▲ Ayane looks sweet, with her big bow, but you don't want to mess with her!

▶ While it may be hard to see in this screenshot, both the character and the background sport higher polygon counts than were in the Dreamcast version of the game. Hmm... actually, that looks like a new background that wasn't even in the DC version.



▲ "I think we're stuck. Maybe if you grab my arm and I push off your back with my leg. Yeah, that's it." As you can see in this screenshot, some of the moves in this game look down right strange. Helena has managed to get Gen-Fu in one of her multi-part throws.

CD vs DVD

Most people assume that the only real advantage of using DVDs is the larger storage capacity. This extra space allows developers to include higher quality textures, longer movies and more audio in their games. While these are major positives, Tecmo has revealed that there are two other major incentives for choosing DVDs over the standard CDs that most PS2 games are on: faster loading times and the ability to stream data more easily.



▲ While the loading times in *Tekken Tag* aren't that bad, you always end up looking at a static screen before the matches begin. It always feels like you're waiting. Also, while the qualities of the textures are nice, they can't even begin to compare to the ones in *DOA2: Hardcore*.



▲ Since *DOA2* is on DVD, the loading times are not only faster, but players are also shown in-game cinematics between matches. Data can be streamed more easily, so the game loads all the moves and animations during the cinematics and immediately jumps to the fight once they're over.



Animated Violence

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EPHEMERAL FANTASIA

Konami's latest RPG rocks — literally!

Well, as we've pointed out in earlier previews, the star of Konami's first PlayStation2 role-playing game, *Ephemeral Fantasia*, carries a guitar on his back. Now that may sound unusual enough, but just wait until you see how it factors into gameplay.

Though not required, you'll actually be able to connect a *Guitar Freaks* controller (a plastic guitar that can be strummed just like the real thing) to your PS2 and cast spells by playing certain songs on it. Konami hasn't announced any plans to release *Guitar Freaks* (which is a PS1 game) or its controller in the US, so we can only hope that it'll leave this compatibility in the domestic release of *Ephemeral Fantasia* if it doesn't. That way, those who've already got the peripheral, or can get one on import, will be able to try out this highly unique gameplay mechanic for themselves.

In the meantime, the game is looking even better than when it was originally shown a couple of Tokyo Game Shows ago, and is due out in Japan by the end of the year. Konami still has it listed as "coming soon" for us Westerners, but it'll hopefully hit these shores next spring.

— Randy Nelson

Publisher: Konami
Developer: Konami
Release Date: TBA
Type: RPG
of Players: 1
of Discs: 1



▲ The spell effects, such as this swirling vortex, are pretty enough, but the real fun should come from strumming more powerful ones on your guitar.

► Our hero squares off against one ugly looking enemy. Thankfully, he's got a sword and a, um, guitar with which to inflict damage.



▲ The terrain you'll fight on is varied and each background reflects your surroundings when you entered battle. Is it just us, or does that dragon look straight out of *The Neverending Story*?



▲ Space ninja aren't just evil — they've got a sense of style that's all their own.



SEVEN BLADES

Samurai-era action makes its debut on PS2

Combining the best parts of samurai movies (the fighting) and some outlandish sci-fi elements, Konami's PS2 action offering, *Seven Blades*, looks to up the ante for the genre in more ways than one. Playing as either the sword-wielding Gokurakymaru or pistol-shooting Yuri, you'll square off against as many as 20 enemies at once, while solving numerous — albeit simplistic — puzzles designed to break up the pulse-pounding action.

In their quest to defeat a legion of vile space ninja (yes, you read that right), both characters will be able to acquire upgraded weaponry to get the job done. In fact, Gokurakymaru will have to track down seven different swords, hence the game's title. Both characters will also be able to lock onto enemies, a la *Syphon Filter*, and track them even while retreating or performing evasive moves.

So far, the game is looking great, with lots of far-out enemies (such as giant blue wolves and the aforementioned space ninja), plus some really huge levels. Konami hasn't announced an official release date yet stateside, but we'll be sure to update you with one when we get it.

— Randy Nelson

Publisher: Konami
Developer: Konami
Available: TBA
Type: Action
of Players: 1
of Discs: 1

► What else would you expect when battling a thunder god than a really kick-butt lightning effect?

▲ This confrontation is tiny compared to the 20-character melees you can expect in the finished game.



Zone Of The Enders

Today's top stories:
giant mechs and
planetary war

Apparently set in the 22nd Century, *Zone of the Enders* (Z.O.E.) follows a group of miners who are gathering minerals from one of Jupiter's moons. And, just like in the movie *Total Recall*, a war suddenly breaks out. This time, though, it's a war between the miners and a group of religious fanatics. Caught in the middle, our hero — Leo Stenbuck — is forced to pilot a mech in order to save his life and the lives of those he loves. Granted, while this storyline may not seem too original, Kojima-san has promised that it's extremely well-written and will bring a tear to your eye.

Konami isn't being that forthcoming with information about its hot-looking mech adven-

ture, but that's to be expected. The game's release is still quite a ways off and the company doesn't want to give away too many secrets. Despite this, we did manage to break into Konami's headquarters and sneak out with a few new screens of this eagerly anticipated title. We hope you enjoy them.

— Stephen Frost

Publisher: Konami
Developer: Konami
Available: Summer 2001
Type: Action/Adventure
of Players: 1
of Discs: 1

▶ While sharing obvious similarities with other anime-based mechs, the robots in Z.O.E. have their own very unique designs. You're not going to see anything like them in other games.



◀ Despite the detail in everything you see, virtually all of it can be destroyed in some form or another. Imagine seeing a completely wasted city below you, at the end of an epic battle.



▲ The sheer number of lighting and explosion effects are staggering. This is easily one of the most impressive looking PlayStation2 games that we've yet seen.



▲ This screenshot should give you an idea of the scale of the battle. Not only do you have mechs battling against each other, you've got giant ships and defensive weapons too.

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Content may be suitable for persons ages 13 and older.



Content may be suitable for persons ages 17 and older.



Content suitable only for adults.



Product is awaiting final rating.

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(found on the back of the game box):

The content descriptors tell you whether the game includes elements such as:

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- Mild realistic violence
- Comic mischief
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- Realistic violence
- Animated blood and gore
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- Animated blood
- Realistic blood
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- Mature sexual themes
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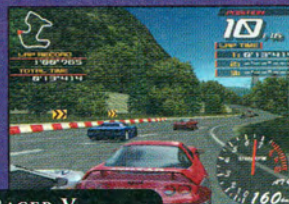




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ESPN NFL PRIMETIME

ESPN and Konami team-up to tackle the competition

Konami is going full-force this year with its PS2 development. And thanks to the help of the ESPN license, it's hoping to regain a large share of the sports market that EA and 989 Studios currently own. In the football arena, *NFL Primetime* is going to be Konami's leading defensive line.

Going along with the ESPN support, *Primetime* will sport a full television presentation. Chris Berman and Tom Jackson will be in the booth, laying down the play-by-plays, while dialog boxes will pop-up, from time to time, providing stats and other useful information. There's even a sports ticker that scrolls along the bottom of the screen and displays the scores from other games.

And when you toss in the customizable play editor, highly detailed players and five different game modes, *Primetime* is looking to compete in the same league as *Madden* and *GameDay*. Can it score the touchdown at the end, though? That still remains to be seen.

— Stephen Frost

Publisher: Konami
Developer: Konami
Release Date: November
Type: Sports/Football
of Players: TBD
of Discs: 1

▶ The players don't look like they sport as many polygons as the ones in *Madden*, but the helmets and jerseys are still very detailed. The texture details are also very sharp.

▼ Along with the referees, you will also be able to see coaches pacing along the sidelines and the fans cheering. It's all part of the immersive experience that Konami wants to provide.



▶ No, it's not the latest dance moves. The quarterback just managed to get rid of the pigskin before being painfully tackled. Can you say major concussion? We can.



WDL THUNDER TANKS

Who wants to eat a multi-megaton bomb?

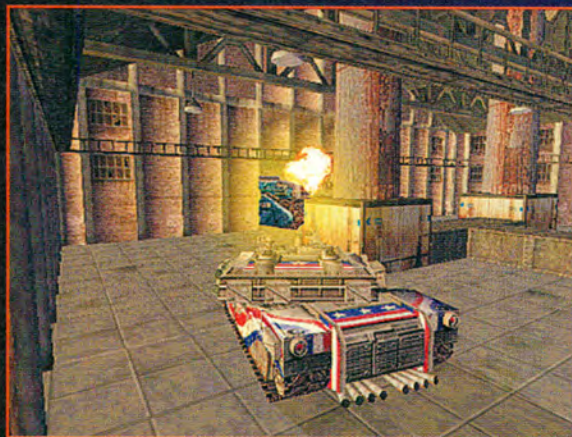
Borrowing a page from the WWF and an entire chapter from *Mad Max*, *World Destruction League: Thunder Tanks* pits 11 unique characters and their even more unique machines of destruction against each other in post-apocalyptic arenas for fame, fortune, and utter annihilation. Aiming for an over-the-top, sports-like presentation (by means of two play-by-play announcers), the game will also boast the player balance of a fighting game, so the tank you choose will greatly affect the strategies you must employ in battle.

Combat will take place in four international locations, divided into 12 overall arenas. As expected from a PlayStation2 game, its environments and tanks are already looking super-sharp and move at a brisk framerate. Its numerous special effects, such as a real-time motion blur and weather changes, are also certain to put the system through its paces. More impressive yet, all of the structures in the game can be realistically decimated in real time — they actually crumble where you shoot them, and can even be "cut in half" with artillery fire.

There are also several ingenious weapons to look forward to (including an all-out air strike), plus numerous multi-player modes, such as Capture the Flag. With up to four players able to compete at once, this one's looking to be intense. We'll have more on the game as its November launch draws closer.

— Randy Nelson

▼ Nothing says "Booyah!" like a big, ugly tank painted in your team's colors!



▶ Indoor environments promise to play as large a role as their outdoor counterparts. If the exit's blocked, you'll be able to make a new one using your tank's firepower.



▶ From explosions to tread marks, everything in this game is certain to be hyper-detailed.

▶ Each tank will have its own unique attributes, whether it be ultra-fast movement or the ability to roll out of the path of incoming shots.

Publisher: 3DO
Developer: 3DO
Available: November
Type: Action
of Players: 1-4
of Discs: 1



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UNREAL TOURNAMENT

Publisher: **Infogrames**
Developer: **Epic Games**
Release Date: **November**
Type: **First Person Shooter**
of Players: **1-2**
of Discs: **1**

► This is about as up close and personal as you want to get in this game, especially when you consider that she's on the opposite team. She's trying to steal the flag that you just stole from her base.



Even better than the PC version

While console owners have had little exposure to first-person shooters in the past, the future is another story entirely. The PlayStation2 is going to usher in a new era of FPS games and *Unreal Tournament* is going to be one of the first games to set the standard.

While not technically a sequel, *Unreal Tournament* is the second game in the PC *Unreal* series. However, unlike the first game, its focus is more on straight action rather than a strong storyline or clever puzzles. There is no standard mission to mission progression like you would generally see in this genre. Rather, *UT* has a competition-style ladder that pits you up against harder and harder opponents. And as you move up in rank, you're able to unlock other gameplay modes, such as Capture the Flag and Assault.

Visually, *UT* is often breathtaking. The level designs are both varied and highly detailed, featuring clever architecture and beautiful lighting effects. The characters are also very detailed and feature a high polygon count. They're well-animated and you can tell what weapon they're using just by looking at them.

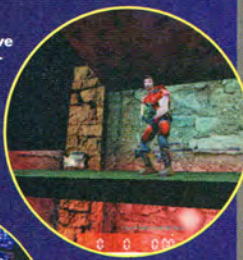
The PS2 version of *UT* will feature everything that was in the PC version, except that there won't be any inherent online support out of the box. Epic plans to release a patch as soon as Sony's proposed broad-

band network is up and running. This would allow PS2 owners to compete against PC owners, as well as possibly Dreamcast owners. In the meantime, the game will support the console's iLink port, allowing two people to play against each other using two PS2s and two TVs. The game also has a standard split-screen feature, if you want to play it that way. Other additions include new maps and a few new modes. Oh, there's possibly going to be support for USB mice and keyboards, which should make you PC gamers happy.

While originally slated as a launch title, *UT* is not going to make it out until around mid-November. That's fine with us. There's already a quality FPS, called *Time Splitters*, being released at launch. It's just good to know that we'll have another game to look forward to once we master Eidos' time traveling adventure. Besides, the extra time should enable Epic to make its game even more polished and enjoyable. And that can only benefit us gamers.

— Stephen Frost

► Many of the levels have various environmental hazards that players need to look out for. In this one, there's a ton of lava down at the bottom. Fall down and you're a goner.



► We don't know if this guy notices the little crosshairs on his arm, but we certainly do. And unfortunately, that means that a missile is locked on and coming his way.



► This is one of the more popular death-match levels, because it has low gravity. Just jump and you'll fly all away across to the next building. Be careful, though. One mistimed jump and you could fly out of the level.



▲ Here's one of the female skins you can choose from. We can't think of anything cooler than a hot chick armed to the teeth and wearing some battle armor. Heck, she's even got a tattoo.

Some Unreal Effects

Putting it mildly, the PC version of *Unreal Tournament* was a thing of beauty. There was so much eye candy to soak up. The funny thing is that you're often so focused on the opponents that you never really get a chance to really look at your surroundings. Also, you can never really appreciate the different weapon effects because you're trying to dodge the incoming bullets.



▲ The plasma gun creates a rather ethereal glow. Just don't get distracted by it too much or you'll end up fried like yesterday's KFC.



▲ Different weapons have different effects so you can easily tell them apart. The chain gun has more of a yellowish flash to it.



▲ We don't know what the hell is going on here, but it sure looks pretty. Actually, it looks like he's getting hit from behind. Ouch!

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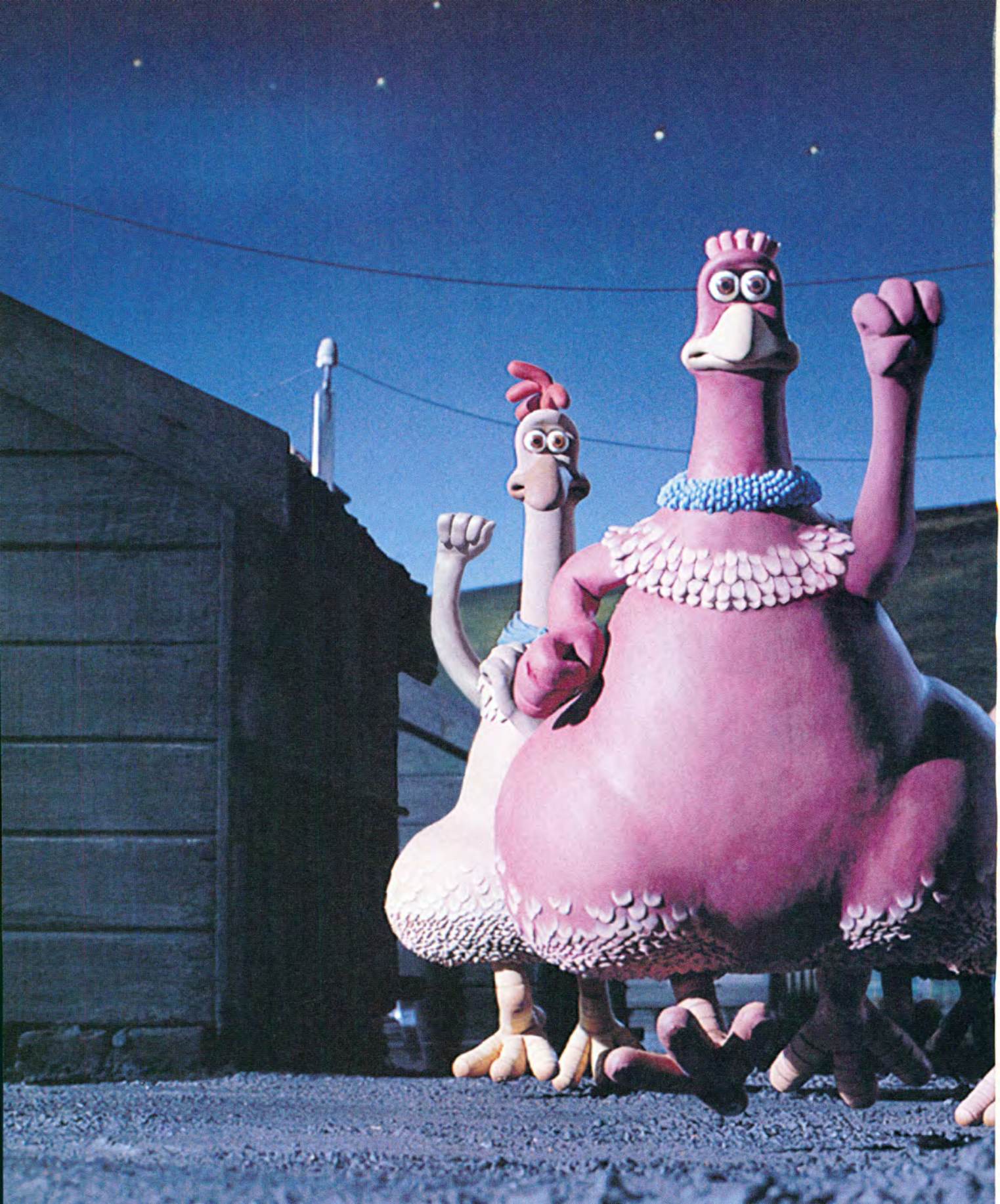
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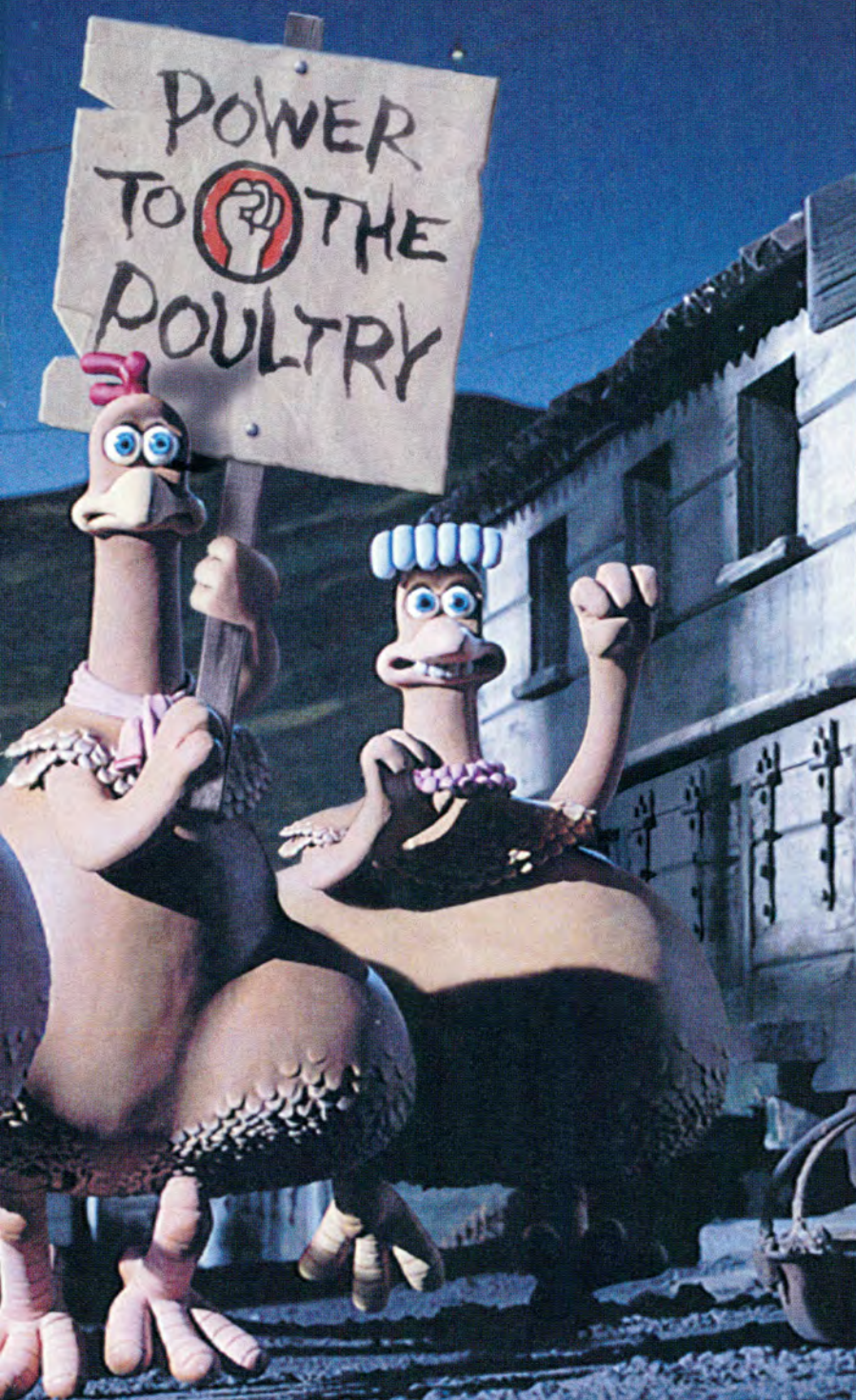
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ESPN HOCKEY

Can Konami compete with the big boys?

Publisher: Konami
Developer: Konami
Release Date: TBA
Type: Sports
of Players: TBD
of Discs: 1

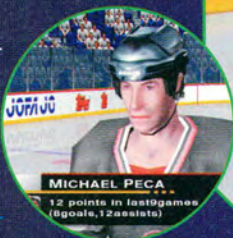
Teaming up with ESPN, Konami is preparing to take on sports giants Electronic Arts and 989 Studios this holiday season. The company has several titles that will cover a broad spectrum of sports, ranging from snowboarding to football. We've already given you a glimpse of some of these titles, but it's only been recently that we've managed to get our hands on some hot hockey screenshots. Little is known about this game, but it does look to be coming along nicely. The character models look great, as do the rinks. And as with any official hockey title, the game will also feature all the players and teams in the NHL Players Association.

As soon as we get more info on this hush-hush game, we'll let you know. Until that time, enjoy these high-res captures fresh from the ice.

— Stephen Frost



► While the polygonal player models aren't as smooth as those in EA's NHL title, they do have some very detailed faces. The reflection off of the ice also looks very good.



MICHAEL PECA
12 points in last games
(goals, 1 assist)

► He shoots but doesn't score. Konami is going to put a big focus on the AI of the goalies in this game. You're not going to be able to trick them as easily as in past games.



► From a distance, these players look real. Just imagine what sports games will look like a few years from now, when developers get a better understanding of the complex PS2 hardware.



► The smoke effect looks so real, we'd swear we can smell the burning rubber.



► It almost looks real! A Ferrari streaks through the chicanes.

► They're racing in Monaco! In the background, you can see the famous downhill tunnel.

► Check out the detail in this closeup. From the intricacies of the strut system, to the alternating sunshades on the mezzanine, this game looks gorgeous.



F1 CHAMPIONSHIP SEASON 2001

So real, you'll need insurance...

Featuring all of the drama, action, and emotion of the current 2000 F1 season, Electronic Arts newest Formula One racer, *F1 Championship Season 2000*, will take players into the thrilling world of F1 racing.

EA's production team has gathered an impressive team of experts from the world of F1 racing to add a deeper level of detail to a racing game than ever before. How deep? Well, how about in-depth, behind the scenes technical support from from the Orange Arrows Formula One Team? And let's not forget the World record-holding Benetton Formula One Team's 22 man pit crew, which was motion captured using a real car to add the ultimate level of realism to your pit stops.

EA has also included camera positioning by Keith McKenzie, winner of the 1999 FIA award for Best Formula One Broadcast, as well as pre-race introductions by such notaries as Jim Rosenthal, Jean-Louis Moncet, Kai Ebel, and Ivan Cappelli.

But it's the graphics that really take center stage here. The level of the detail goes right down to the seats in the grandstands, distinct drivers' helmets, visor tear-offs and real-time pit boards. And EA's made sure that the crash dynamics were accurate down to how much paint is stripped from a car after it brushes a wall. Incredible!

EA will release the game this Fall, and we can't wait to take a test drive. We'll be back with more on this intense racer soon.

Publisher: Electronic Arts
Developer: EA Sports
Available: Fall
Type: Racing
of Players: 1-2
of Discs: 1

— Bill Donohue

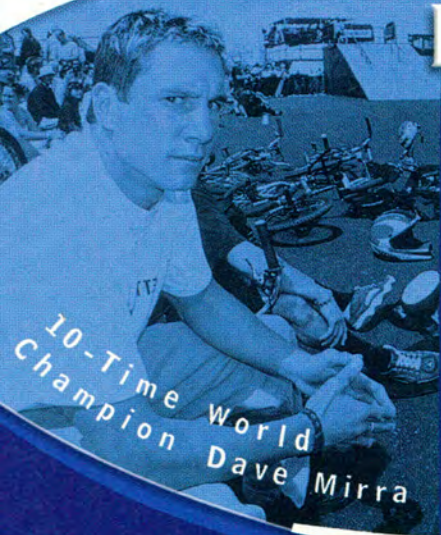
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Chad Kagy and Tim Mirra.

Killer soundtrack: Sublime, Cypress Hill, Rancid,
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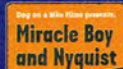
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THE BOUNCER

Square finally sheds more light on its highly secretive action-adventure title

Publisher: Square
Developer: Square/Dream Factory

Available: Winter

Type: Action

of Players: 1

of Discs: 1

Despite the fact that it was one of the very first games shown running on PlayStation2, *The Bouncer* has remained little more than an extremely impressive piece of eye candy for upwards of a year now. Thankfully, the info vault at Square has finally started to squeak open, although ever so slightly, to give us a better idea of what this hotly anticipated "role-playing action game" is all about.

Reiterating that it hopes to release *The Bouncer* in both the US and Japan before the end of 2000, Square has revealed that the DVD-based game will ship with dialog and subtitles in both Japanese and English. The game's story will revolve around the three twenty-something bouncers of a bar named "Fate" — Sion, Volt, and Koh — as they pursue the Mikado Group, a sinister organization that, for unknown reasons, has kidnapped a young girl named Dominique, who had just recently befriended the trio. All we know is that the bouncers' main rivals will be Mugetsu, leader of the Kikado Special Forces Unit, who kidnaps Dominique with the help of his henchmen, and Echidna, a supervisor within the Mikado Group, whose outrageous hairstyle and dress are matched only by her arrogance. She's the woman seen in the very earliest footage from the game, and apparently had some form of past rela-

tionship with the bouncer named Koh.

While we now know a bit more about the setup for the adventure, Square has yet to divulge any new details about how the game will actually play. The game system is being called "role-playing action," and there have been subtle hints that you may actually switch between the three bouncers (and perhaps Dominique) during the course of the game, either at will or at certain key points. Given that Dream Factory, developer of such groundbreaking fighting titles as *Tobal No. 1* and *Tobal 2*, is working on the game, it's safe to bet that it'll be more than a simple beat-'em-up, but exactly how in-depth its true 3D fighting system will go remains to be seen. One thing's for sure: Uncertain as its control may be, the results are looking absolutely fantastic.

In addition to the seasoned fighting game makers at Dream Factory, the game is being directed by Takashi Tokita, the man behind such Square classics as *Final Fantasy IV* and *Chrono Trigger*, not to mention *Parasite Eve*. With such top-flight staffers on the case, we're virtually ensured a solid experience. As for that gameplay, we'll be back with any and all details on what we can expect just as soon as possible!

— Randy Nelson

The Stage Is Set...

Previously, the only locations shown by Square were a train station and the interior of the Fate bar itself. Thankfully, those aren't the only places Sion and the gang will fight the Mikado forces. Director Takashi Tokita has envisioned a sprawling futuristic megalopolis, complete with a town square and towering office buildings for the action to unfold in.



▲ Mikado Corp headquarters, home base for the organization that has kidnapped the young Dominique for reasons unknown.



▲ The streets surrounding Town Center are deserted, but there'll be plenty of action as the bouncers square off against Mikado Special Forces.



▲ In the game's opening scene, Mikado Special Forces crash through the roof of Fate in an attempt to kidnap Dominique. Sion and his fellow bouncers must try to fight them off.



▲ There are lots of objects in each environment, but only time will tell how they'll actually be utilized in combat. We do know that tables and chairs can be used as weapons, but a car? Hmm...



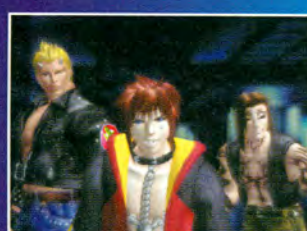
▲ The camera seems to shift its focus to track different characters during fights. Whether this means you'll also switch control between the different characters at that point remains a mystery.



▲ The opening bar brawl is the same one used to showcase the PS2 hardware back when it was first unveiled, but now it actually looks much, much better! You can almost smell the spilled beer!



▲ Sion runs to grab Volt's outstretched hand and get onboard the departing train. We've seen this scene before, but now it's much more detailed. Don't try this at home, gang.



▲ *The Bouncer* features full voice acting, with English and Japanese dialog and subtitles on the same disc. We'll have to see how they handle the lip-syncing when you switch languages, though.



▲ The attention to detail on each character is stunning. You can actually make out every single piercing on Volt's face, and Sion's chains all move individually according to real physics.



▲ Mugetsu storms the bar that Sion and his friends call home to kidnap Dominique, but his motives are a mystery. Who wouldn't believe that a guy with blue skin and a full leather mask would have ulterior motives?



▲ The Mikado Special Forces wear armored suits that have pointed helmets. They use these to break through roofs after jumping out of their dropship.



▲ Numerous real-time cinematic effects will be employed in the game's cutscenes, such as field-of-depth rendering, which recreates the focus of a real camera.



▲ Sion makes his leap for the speeding train. In true action movie style, the cinema goes into slow motion, and the angle shifts to show him flying towards the camera.



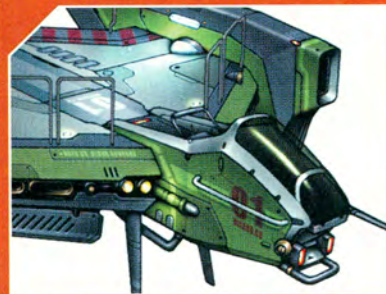
▲ The back of Volt's jacket has a logo of an escaping cactus character from *Final Fantasy VIII* with a "no" symbol around it, which stands for "No Escape." How cool is that?

▶ This Mikado Group guard is just one of the many enemies you'll brawl with in the game. Expect the Mikado Headquarters building to be swarming with these guys.



Airborne Action

In past issues, we've seen that Sion and his bouncer friends hitch a ride on a speeding train, but now we've learned that they'll also commandeer a Mikado Special Forces air carrier. Given how little we've seen of the full game, this is probably only the tip of the iceberg in terms of vehicles the trio may utilize.



▲ The air carrier, as envisioned by visual designer Tetsuya Nomura, has a very militaristic look.



▲ In the game, this anti-gravity vehicle looks just as cool, and should make for some harrowing situations for Sion, Volt, and Noh.

The Denizens of Dog Street

The friends and foes you'll encounter in *The Bouncer* were created by Tetsuya Nomura, the artist responsible for the character designs in both *Final Fantasy VIII* and *Parasite Eve*.



▶ Koh Leifoh: He seems easy going to most people, but Koh has a pessimistic side that rears its head when push comes to shove.



▲ Sion Barzahn: This 19-year-old bouncer was devastated by his girlfriend's death a year before the game's opening, but has recently begun to embrace life again after Dominique arrived at Fate.



▲ Echidna: A supervisor within the Mikado Group, she's arrogant, flamboyant, and hates to lose. Apparently, she has some sort of history with Volt.



▶ Dominique Cross: After she wandered into Fate one day, Dominique quickly became a sort of mascot of the place, thanks to her upbeat attitude.



▶ Volt Krueger: As Fate's oldest bouncer, Volt is a powerful fighter with an intimidating physical presence, but he's actually got a heart of gold.



▲ Mugetsu: The leader of Mikado Special Forces, this frightening, superhuman figure kidnaps Dominique with the help of his skilled soldiers.

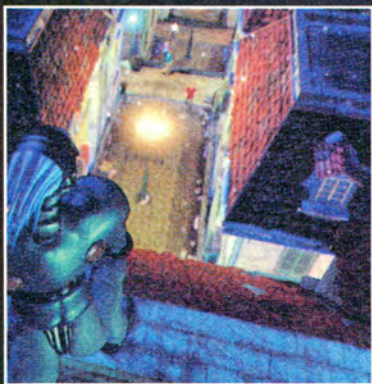




▲ According to Square, this is a secret rail-based entrance to the Mikado Group's headquarters. The train, as it seems, is transporting fuel for a rocket launch.



▲ These rent-a-cops at the rail station shouldn't pose much of a problem for three well-trained bouncers.



▲ Mugetsu overlooks Dog Street, the location of the bar called Fate, before he and his team initiate their operation to kidnap Dominique.



▲ In one of the game's prerendered intro sequences, Dominique darts happily down Dog Street to meet up with her friends at Fate.



▲ Dominique borrows Sion's chain necklace and seems to be using it to hypnotize him.

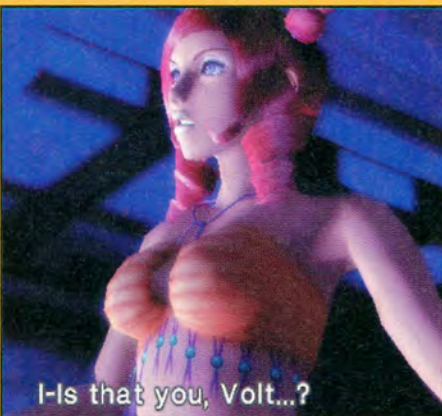
▲ An airborne security squad patrols the Mikado Group headquarters, looking for Sion and his pals.

Fantastic Cinematics

To date, the only elements of *The Bouncer* that we've seen running in real time (i.e. off actual hardware) with our own eyes have been its numerous cutscenes, which truly rival the prerendered sort (which are used in the game's intro) in terms of character model quality and special effects. Square has announced that the game will feature full voice acting, selectable between English and Japanese, and bilingual subtitles to match.



▲ Echidna sports the tanned skin and frosted makeup so many Japanese girls are clamoring for these days. Her hair nearly defies physics, but her in-cinema movement adheres to them stringently.



▲ We've heard the Japanese and English voice acting that's currently being completed for the game, and thus far it's sounding like it could be some of the best ever.



▲ When Sion, Koh, and Volt are sneaking around town, you'll often see real-time cinematics of them scoping out the path ahead for dangers.



▲ Up close, the anti-gravity craft looks every bit as good as the CG variety in other games.



▲ Though we don't yet know how, Sion, Koh, and Volt somehow manage to overtake the guards and steal their ride, which should lead to an intense action sequence or two.



On a typical day the US Customs service seizes:

- arms and ammunition worth over \$24,000
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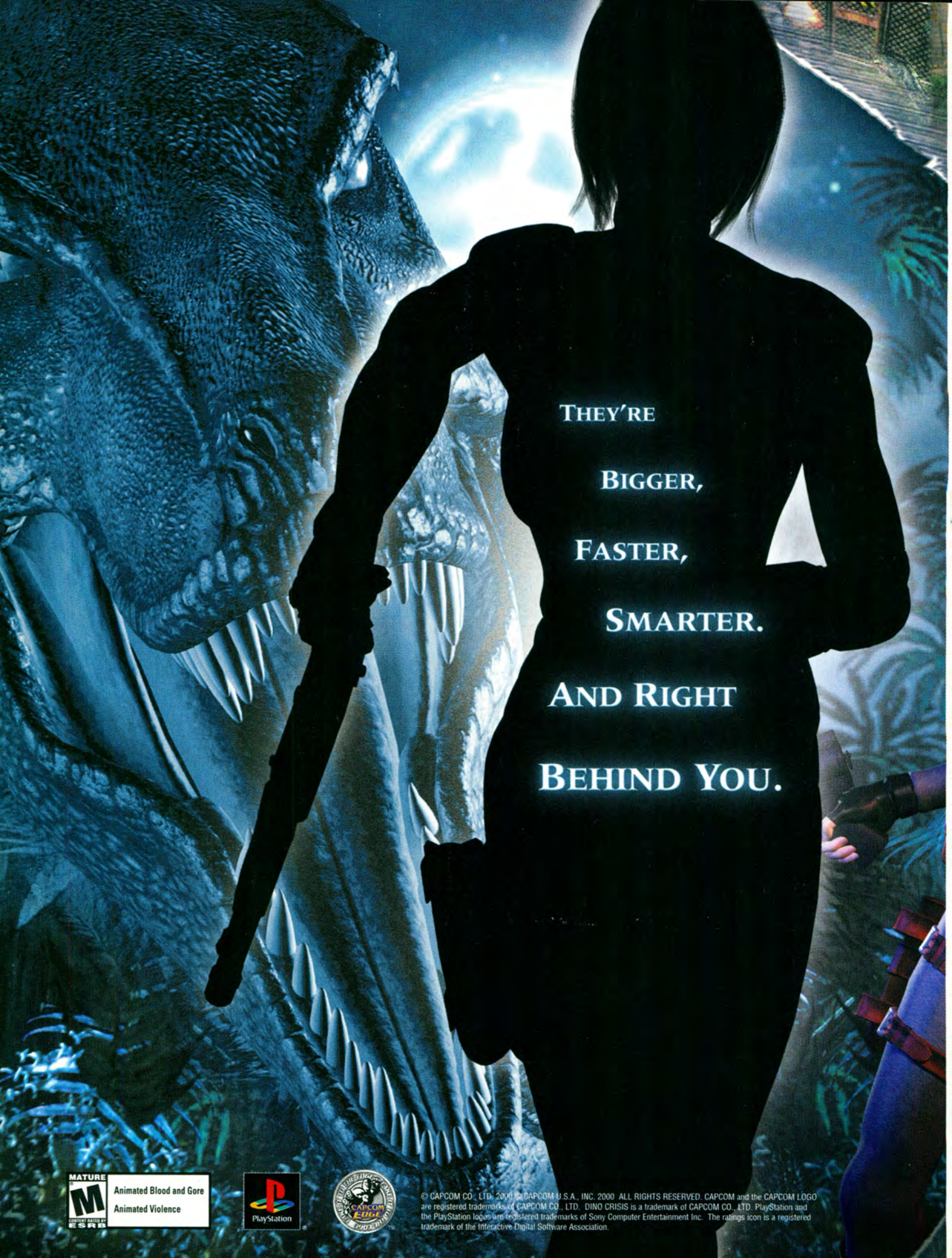


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A woman in a black dress is seen from behind, holding a handgun. She is standing in front of a large, detailed dinosaur head, likely a Tyrannosaurus Rex, which is roaring. The scene is set in a jungle environment with a bright, hazy sky in the background.

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FASTER,
SMARTER.
AND RIGHT
BEHIND YOU.



Animated Blood and Gore
Animated Violence



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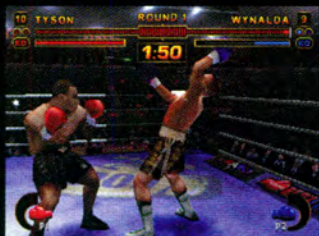
30 FPS

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Animated
Violence



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42 KNOCKOUTS.* YOU'RE NEXT.

* And counting...

MOTO GP

Namco heads to the sim side with its latest PS2 racing game

During a recent event, Namco unveiled the first playable version of its motocross simulation, *Moto GP*, to the U.S. press. After the oohs and aahs subsided, we had a chance to sit down with a 50% complete version of the 500cc racer.

While using what looks like the *Ridge Racer V* engine, *Moto GP* will be much more a simulation than its car-based brother was ever intended to be. In *RRV*, you could powerslide around a sharp corner at 200+ KPH without a problem. Try that in *Moto GP* and you'll fly off the track and smash your bike into a wall. Adding to the sim aspect is the fact that all the riders, tracks and bikes are based on real people, locations and vehicles.

In all, *Moto GP* will have five modes (Season, VS, Challenge, Arcade, Time Trial) and roughly 32 different bikes. And since each bike has its own unique handling traits, players can experiment a bit to see which one caters best to their racing style. Also, of the various modes, Challenge seems the most exciting, because it will allow you to unlock secret tracks and other

bonuses, like photo galleries.

The replay feature, found in the recent *Gran Turismo* game, may have set the standard for realism and camera angles, but the one in *Moto GP* takes things to a new level. Not only does everything look extremely life-like, but also the camera zooms and pans just as if a real person were controlling it. It really is amazing to look at.

While there's no set release date yet, the wonderful people at Namco have promised us that *Moto GP* will definitely hit the U.S. before Christmas. That means that motorcycle racing fans will have at least one thing to get excited about this holiday season.

—Stephen Frost

▲ This nice rocket is beautifully detailed. Almost looks real, doesn't it?

Publisher: Namco

Developer: Namco

Release Date: Fall

Type: Racing

of Players: 1-2

of Discs: 1

▼ Useful information, like how many laps are left and how many seconds you're behind the leader, appears on the left side of the screen. It's there just long enough for you to read it and then disappears.

▼ Since the tracks are modeled after real-life locations, they aren't as exciting as the ones in *RRV*. However, they still sport a lot of detail and well-balanced design.

From Arcade To Sim

As mentioned earlier, *Moto GP* is much more of a sim than *Ridge Racer V* was. In fact, those of you familiar with the *Ridge Racer* series will have to take some time to get used to the more realistic feel of this game.



▲ Unlike in *RRV*, you can't just barrel through a turn at full speed and rely on the powerslide. You actually have to plan in advance and slow down to make the curve.



▲ Not only are all the drivers based on real people, but you also get to see their wonderful faces above the bikes, whenever you approach them on the track.



▲ Thanks to the power of the PS2, you can now see quite a number of bikes on-screen at a time. While there are only four here, you can sometimes see as many as 10 or so jockeying for position.



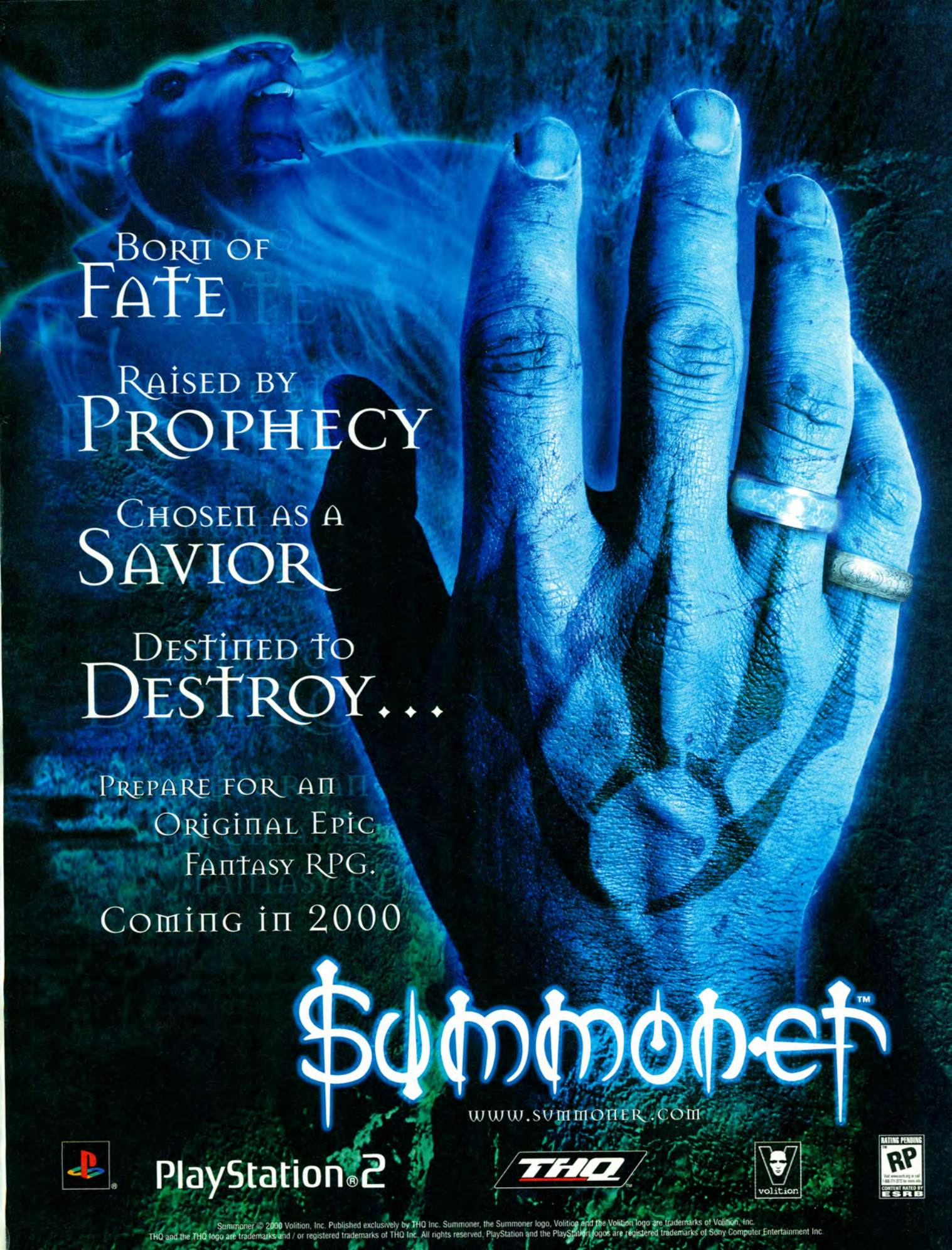
▲ Banking is the only way that you can make it around corners, especially when traveling at over 100 KPH. That's why analog control is so important in bike racing games.



▲ *Moto GP* ups the competition further by pitting you against 20 other racers. *Ridge Racer V* only had 15 other competitors, and they didn't really have much AI going on.



▲ The competition gets tight and fierce in this game. The AI of the computer-controlled racers is quite good and they won't let you pass that easily. It's a fight, that's for sure.



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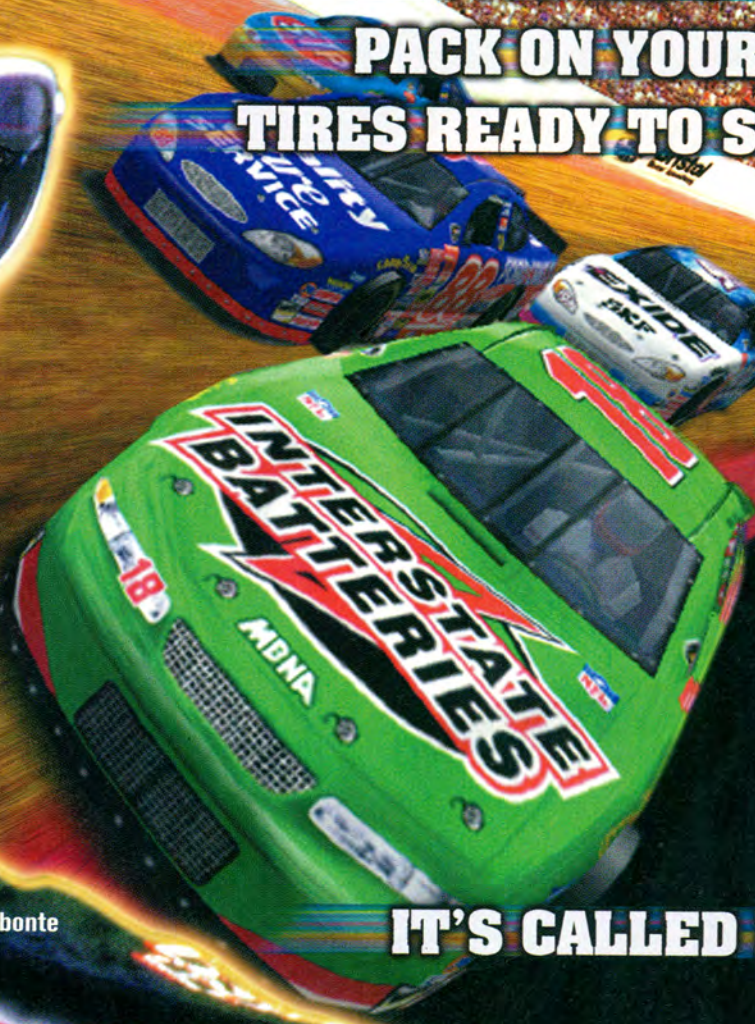
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Bobby Labonte

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REVIEWS

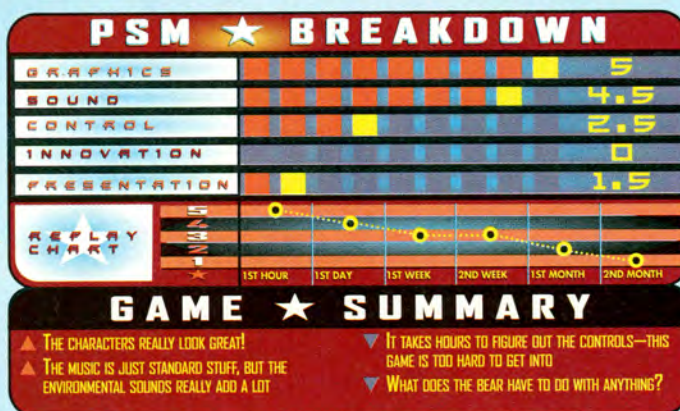
the most honest, dependable, unbiased
 playstation reviews on the planet—period

Yes, the PlayStation is incredible — but that doesn't mean all of its games are going to knock your socks off. Our reviews give you the total breakdown on all the latest titles, so you know when to buy and when to cry.

GAMES REVIEWED THIS MONTH!

Bust-A-Groove 2	pg. 80
Digimon World	pg. 86
Iron Soldier 3	pg. 92
Madden NFL 2001	pg. 81
Parasite Eve 2	pg. 90
Pro Pinball Big Race USA	pg. 80
Spider-Man	pg. 72
Star Trek: Invasion	pg. 80
Tenchu 2	pg. 87
Vampire Hunter D	pg. 86

BREAKING IT ALL DOWN, PSM STYLE



This is the Game Summary. It's kind of like "Cliff's Notes" for all you lazy types who won't read the whole review.

These are the categories that we think are most important when rating a game. Each is rated on a scale from 1 to 5.

With our Replay Chart, you can see the potential lifespan of a game at a glance! Some games are great fun at first, but quickly wear thin. Others are tough to get into, but really take off if you stick with 'em. A 5 means that you will be playing it non-stop, while a 1 means it's practically in the closet.

THE PSM RATING SCALE

Here at PSM want you to know that we take our reviews very seriously. Just like you, we've been burnt before by bad games (and these days, it ain't so easy to get the store to take 'em back!). So when we sit down to review a new title, we look at it like this: if we had just shelled out fifty or so hard-earned bucks for the game, how satisfied would we be?

To summarize a game's overall worth, we use the traditional "five-star" ratings scale. If we give a game a full five stars, it's our guarantee that you can't go wrong with it, so go out there and pick it up!

WHAT THE RATINGS MEAN!

- 5** A PlayStation classic that no fan should be without. A can't-miss game, no matter who you are!
- 4** A really well-done game. If you're a fan of the genre, you should definitely check this one out.
- 3** A pretty good game. It has its share of rough spots, but it has some redeeming qualities, as well.
- 2** Maybe worth a quick look if you're a diehard fan of the genre or license, otherwise, don't bother.
- 1** Don't even make eye-contact with this one—it's not worth one second of your time.



Backlog

These are our ratings for some of the games released over the past several months. Check 'em out for any titles you may have missed!

- Alundra 2 0001/2
- Armored Core: Arena 0001/2
- Army Men: Sarge's Heroes *
- Ball Breakers **
- Colin McRae Rally 00001/2
- Colony Wars: Red Sun 00001/2
- Countdown Vampires *
- Covert Ops: Dawn 0001/2
- Crusaders Of Might And Magic *
- Deception III: Delusion 0001/2
- Die Hard Trilogy 2 0001/2
- Eagle One: Harrier Attack 0001/2
- ECW Hardcore Revolution **
- Family Game Pack 001/2
- Fear Effect 00001/2

- Fighting Force 2 001/2
- Front Mission 3 0001/2
- Galerians 0000
- Gauntlet Legends 0001/2
- Gekido 0001/2
- Grind Session 0001/2
- Hot Shots 2 0001/2
- Jackie Chan Stuntmaster 000
- Jojo's Bizarre Adventure 0001/2
- K-1 Grand Prix 000
- Kurt Warner Arena Football 01/2
- Marvel Vs. Capcom 0001/2
- MediEvil II 000
- Micro Maniacs 0000
- MLB 2001 0000
- Mobil 1 Championship 0000
- Mortal Kombat: Special Forces **
- Mr. Driller 0001/2
- Ms. Pac-Man
- Maze Madness 000
- NCAA Football 2001 0001/2
- NCAA GameBreaker 2001 000
- NFL GameDay 2001 0001/2
- NFS: Porsche Unleashed 000

- NHL Rock The Rink 0001/2
- Nightmare Creatures II 001/2
- Railroad Tycoon II 000
- Rampage Through Time *
- Reel Fishing II 01/2
- Road Rash 2: Jailbreak 001/2
- Runabout 2 **
- Silent Bomber 0000
- Silhouette Mirage 000
- Sosa's High Heat Baseball 00
- Speed Punks 0001/2
- Star Wars: Jedi Power Battles **
- Street Fighter EX2 Plus 000
- Street Sk8er 2 0000
- Strider 1&2 000
- Superbike 2000 001/2
- Syphon Filter 2 0000
- Test Drive Le Mans 001/2
- Vigilante 8: 2nd Offense 0000
- Vagrant Story 0000
- Valkyrie Profile 0000
- Vanark **
- Wild Arms 2: Ignition 000
- WWF Smackdown 0000
- X-Men Mutant Academy 001/2

Bust-A-Groove 2



PUBLISHER

Enix

DEVELOPER

Enix

TYPE OF GAME

Dancing

Only someone like Hiro could make disco seem cool in today's teen pop scene.

NOW, EVERYONE CAN DANCE LIKE THE PROS

When the first *Bust-A-Groove* was released, it was one of the happiest moments of our lives. We played that game endlessly, dedicating each of the songs to memory. Even today, we still pop it in from time to time just to get our dancing fix. So, when Enix announced that it would be bringing the sequel over to North America, well, we were elated. Unfortunately, the finished product didn't quite deliver everything we expected.

One of the best points of the first *Bust-A-Groove*, besides the unique gameplay, was its soundtrack. The selection of dance music was top-notch, and each song had you grooving in your seat. Obviously, a stellar group of tracks is the first thing you expect out of a dance game. It's the core element of the experience. And that fact alone hurts *Bust-A-Groove 2*. During development of this sequel, Enix moved from music that was mixed by Avex Trax (the company responsible for the tunes in the first game) and went with someone else. Bad mistake. Not only is the music less catchy, but some of it is downright boring or doesn't fit.

Visually, there aren't any major differences over the first game. The characters do look a little more detailed and the backgrounds showcase a bit more liveliness, but these "improvements" come at a price. There's noticeable polygon clipping now, which makes *BAG2* seem a bit rushed. Fortunately, this in no way affects the overall enjoyment of the game.

Those of you that played *Bust-A-Groove* will find more of the same here. The "Simon Says" system of controls is back, where you have to type in the commands based on a 4/4 rhythm, as are the outlandish cast of characters. Only this time, a few have been removed and several more have been added. And let's just say that the last boss, Panda, is probably the strangest character you'll ever see in a game.

BAG fans will still find a lot of fun in this update, but don't expect the same level of enjoyment or uniqueness. Music does really make all the difference. We hope, for the next sequel, that Enix joins back up with Avex Trax. Then, we'll have a sequel that dance fans can once again fall in love with.



Pro Pinball Big Race USA

SURE PLAYS A MEAN PINBALL

Back before videogames, bright lights and tokens transformed them forever, arcades used to be dark, mysterious, evil places, choking with cigarette smoke and populated by folks who, if not actual denizens of the underground, were certainly on their way to jail and other, hotter places. Hanging out in an arcade was a sure sign of a wasted youth, and the number one recreational pastime of that sub-urb of Hell was pinball.

Nowadays it's becoming more and more difficult to find these body tables anywhere, so let's all give Empire Interactive a big hand for at least bringing us the chance to somewhat experience the retro action of the metal ball.

Big Race USA features a super-complicated layout with lots of chutes, traps and doors. It features a four flipper motif, with two main flippers located in the usual position and two smaller flippers higher up on the board. It's important that you learn to



PUBLISHER

Empire Interactive

DEVELOPER

Empire Interactive

TYPE OF GAME

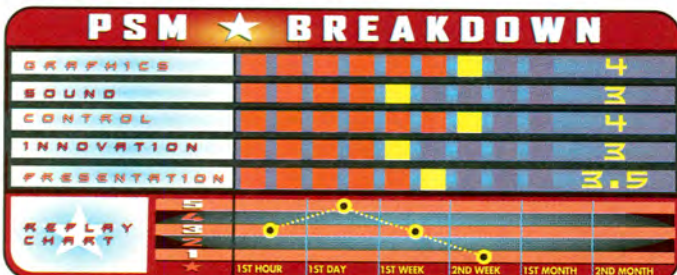
Pinball

The table is pretty complicated, with lots of chutes, traps, and doors. It'll take you a while to figure it all out.

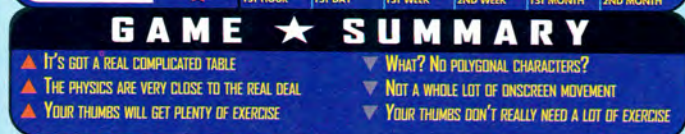
coordinate both sets, since that's how you'll rack up the really big scores. The game also features a bunch of different modes that will appear on the video-like screen near the top of the board. These mini-games range from shooting down flying saucers and buying lottery tickets to a video road race game. Figuring out how to score big during these episodes is integral to winning free games. The manual comes in very handy, with lots of pictures and explanations of what to shoot and when to shoot it. You can also modify the game's setup, to make it harder or easier, depending on your skill level.

Unfortunately, it is, after all, only a pinball simulator, and that's where the drawbacks lie. The only thing that you're gonna see moving is a metal ball, a couple of flippers, and an occasional video. In this day and age of incredibly graphic titles, featuring tons of FMV and CG images, *Pro Pinball Big Race USA* seems a bit dated. We don't see this game holding your attention for very long.

At only \$10 a copy, though, *Pro Pinball Big Race USA* is certainly priced right and, when you first sit down and start figuring it out, you'll find yourself drawn back to an earlier time, before *FF VII* and *Resident Evil*. Then you'll want to dangle that cigarette from your lower lip, get a good sneer going, and fire that silver ball.



PSM FINAL SCORE:
FUN, BUT NOT QUITE THE SEQUEL WE WERE HOPING FOR



PSM FINAL SCORE:
EXERCISE YOUR THUMBS! MORE FUN THAN A SCREEN SAVER!



Madden NFL 2001



▲ Although this picture implies that this hapless Jet is about to be buried in blue, in actuality only one or two Colts will actually make the tackle. Where's the piling on?

THE BEST? YEP. PERFECT? DAMN NEAR...

During the last few weeks, we've played darn near every football game, both college and pro, that will be available soon for the original PlayStation. After hundreds of passes and blitzes, and more than a few missed coverages, we can truthfully say that *Madden NFL 2001* is, without a doubt, the best football game available for the PlayStation. Here's why...

First of all, the players simply look fantastic. Electronic Arts went above and beyond in their efforts to add tons of detail. If your favorite lineman wears a visor over his facemask, he'll have one in this game. If your favorite receiver likes to tape up his left hand, you'll see that tape here. And EA didn't stop there. They've added tons of new animations that really breathe life into blocks and tackles, jukes and dives, not to mention personalized TD dances for those moments when yelling "In your face!" simply isn't enough. And as if that wasn't enough, the game physics have been made more realistic. Forget about taking down that fullback with your fast, but scrawny, cornerback. He'll get his butt run over. At the same time, guys like Tim Brown are just gonna fly by any huge, slow linebacker. Can you say Raider touchdown?

The players aren't the only ones to get some extra attention. You can count on your coach to shout encouragement to the team, not to mention occasionally telling the refs how to do their jobs. Too bad they won't make more 'impolite' suggestions like they do in real life, but hey, you can't have everything. And don't forget the broadcast team! For the first time, John Madden is joined by his broadcast buddy, Pat Summerall. These guys are the best on TV and they're here in *Madden 2001*.

Secondly, Electronic Arts' new Read And React system is something that's been missing for a long time. Check this out: Let's say it's third and five, and you know your opponent is gonna pass, so you go with a nickel package. The offense comes up to the line and then they shift to the I formation. Crap, he's gonna run! With the Read And React system, all you have to do is push two buttons and now your



PUBLISHER

Electronic Arts

DEVELOPER

EA Sports

TYPE OF GAME

Football

◀ Leaping up in the air during your touchdown celebration is almost as cool as going down on one knee and pointing up to the heavens.

nickel package is gonna be looking for the ground game. This system really adds life to the defensive game.

Madden NFL 2001 offers more than just a football game, as well. There's a bunch of different modes to play, like two minute drill, tournament play, and franchise mode. And don't forget those Madden cards! You can collect these electronic cards by completing certain challenges during a game. These can be saved on a memory card and traded or played for with friends. You can also create your own plays and teams. This game's got it all! That doesn't mean it's perfect, though. There are a few minor visual errors, like sideline players who all have the same number, stadiums that stutter and twitch every once in a while, and players who imitate statues sometimes when a play ends, but that's all minor stuff.

With PS2 *Madden* only a few months away, will this be the last of the series on the original PlayStation? It seems likely, but for now, *Madden NFL 2001* is definitely the PlayStation champion. Long live the king!



▲ A nicely timed leap prevents the Jets from getting a first down. Looks like it's gonna be another long season for the Big Apple...



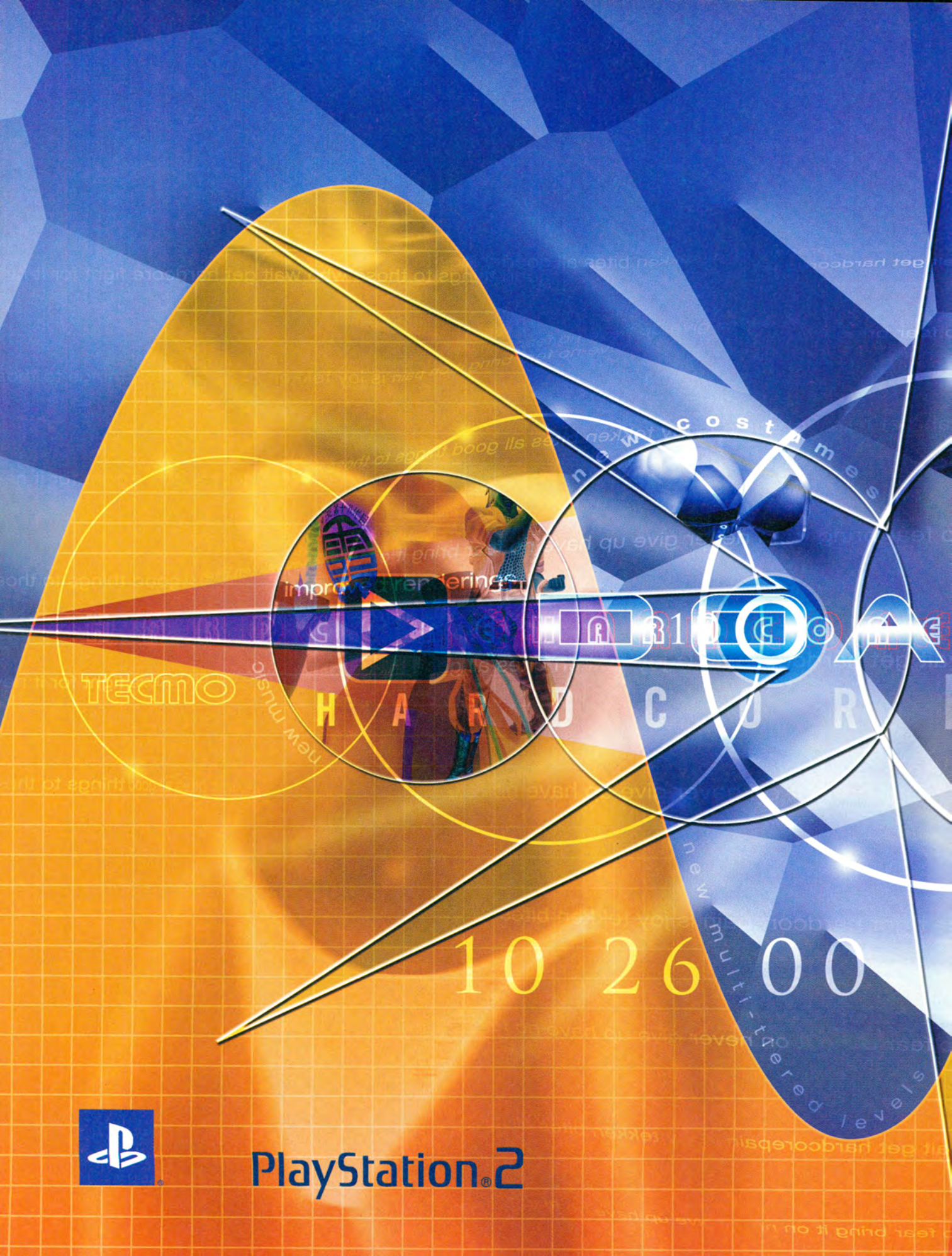
▲ While *Madden* is the best PlayStation football game, that doesn't mean it's perfect. Look at all these 88s!



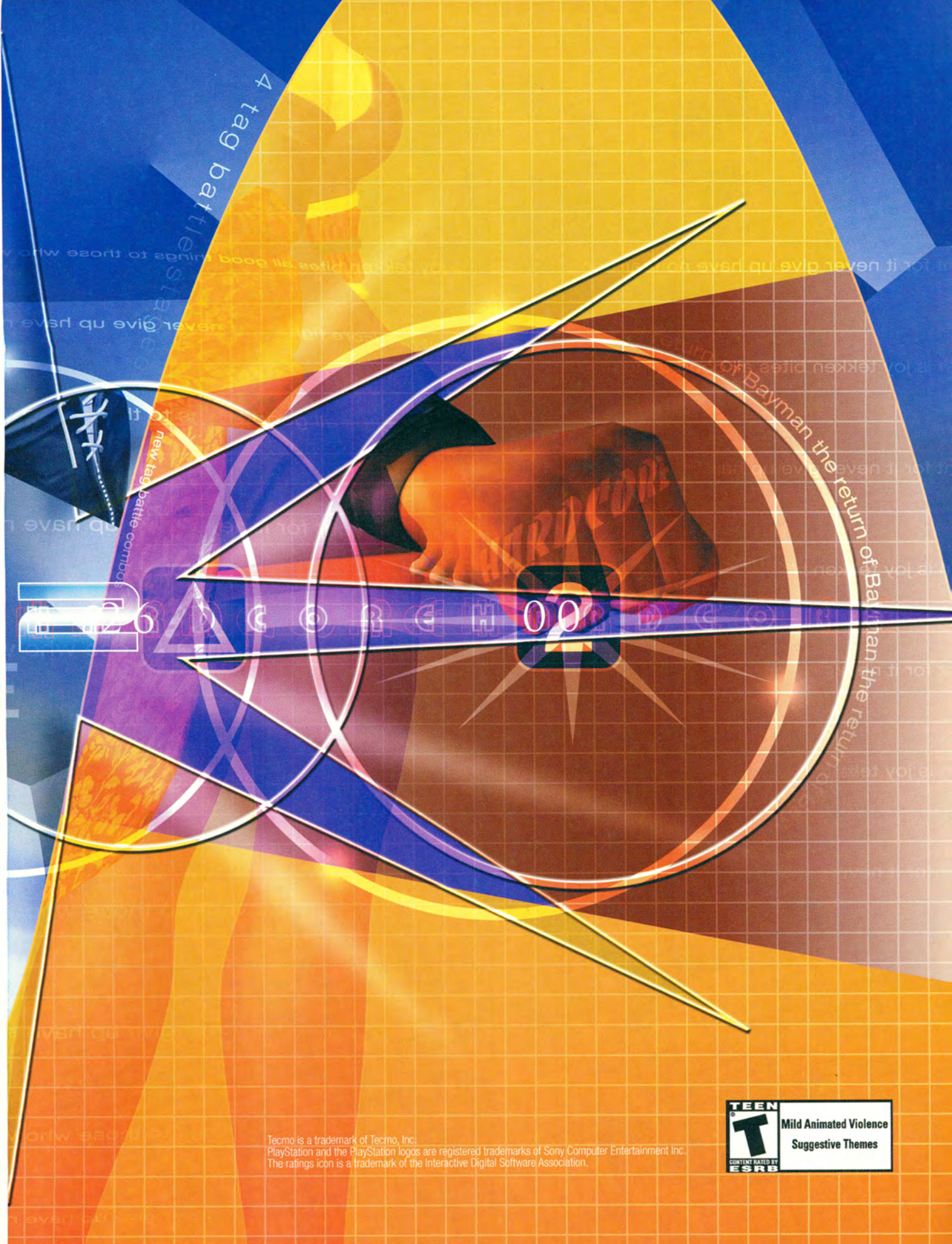
GAME ★ SUMMARY	
▲ VERY NICE PLAYER ANIMATIONS	▲ THE MADDEN/SUMMERALL TEAM IS THE BEST ON TV
▲ READ AND REACT SYSTEM MAKES DEFENSE INTUITIVE	▲ MADDEN CARDS OFFER A UNIQUE CHALLENGE
▲ PLAY SELECTION SCREENS ARE NICELY DETAILED	▼ SIDELINE GRAPHICS ARE PRETTY MUCH A JOKE

PSM FINAL SCORE:
 THE BEST FOOTBALL GAME ON THE ORIGINAL PLAYSTATION

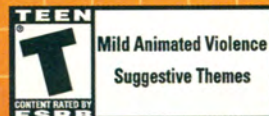




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Spider-Man



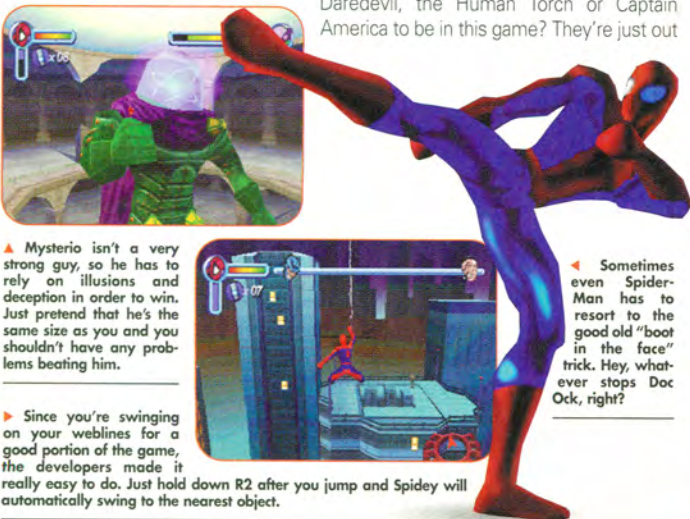
▲ The Rhino's not too smart, so you can pretty much get him to defeat himself. All you have to do is stand in front of something electrical and move out of the way when he starts to charge at you.

SPIDEY'S COMING TO YOUR NEIGHBORHOOD

While this is not the first game that our friendly neighborhood wallcrawler has been in, it is the first that's really faithful to the overall Marvel vision. Spider-Man does exactly what you know he should do and nothing else. The villains act like they should and the backgrounds look like they were taken directly from the comic books. Actually, because of the cutscenes and the linear design of the game, *Spider-Man* truly does feel like an interactive comic book. The colors are perfect and the dialog is pretty much dead-on.

As a mainstream title, this game accomplishes what it's supposed to. It's easy to pick up, not too long and just challenging enough. And since there are three different difficulty settings, everyone (from kids to adults) will be able to enjoy it. However, the more dedicated group of hard-core gamers out there may find not find enough here to satisfy their appetites. There just isn't much variety, even though the Neversoft boys did try to mix things up a bit. Despite the slightly different looking locales and varying situations, all you end up doing is swinging, running or punching. And that becomes painfully obvious after playing *Spider-Man* for about an hour or so. Granted, maybe that's a flaw of the inherent design of the Spider-Man character and not the game. What is cool is the fact that all the bosses have to be defeated in very different ways. That, at least, provides some uniqueness.

Other minor gripes with this game include the floaty camera system, which doesn't always respond that well in corners and tight areas, and the gratuitous and unnecessary use of other Marvel characters. Come on. Why's there a need for Daredevil, the Human Torch or Captain America to be in this game? They're just out



▲ Mysterio isn't a very strong guy, so he has to rely on illusions and deception in order to win. Just pretend that he's the same size as you and you shouldn't have any problems beating him.

▶ Since you're swinging on your weblines for a good portion of the game, the developers made it really easy to do. Just hold down R2 after you jump and Spidey will automatically swing to the nearest object.

◀ Sometimes even Spider-Man has to resort to the good old "boot in the face" trick. Hey, whatever stops Doc Ock, right?



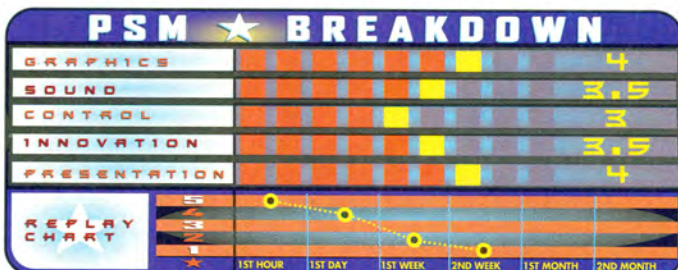
of place. Oh, and a lot of the casual enemies are just plain cheap and annoying. Actually, a lot of them were completely unnecessary and also seem quite out of place here.

SPIDER
SENSE
TINGLING!

While we're huge comic book fans, and glad that Spidey has finally gotten a game worthy of his name, we still can't fully recommend this title to everyone. However, if you're more of a casual gamer who wants an experience that's not too brain- or time-intensive, then *Spider-Man* might just be able to snare you in his web.



▲ When classy comebacks don't work, Spider-Man has to rely on good old fists to defeat enemies. And when you can lift ten tons like he can, you really can deliver a knockout punch.



GAME ★ SUMMARY

- ▲ FEELS JUST LIKE A COMIC BOOK
- ▲ VERY EASY TO PICK UP AND PLAY
- ▲ QUITE A FEW SECRETS TO UNLOCK
- ▼ CAMERA CAN BE PROBLEMATIC AT TIMES
- ▼ NOT THAT MUCH ACTUAL VARIETY
- ▼ A BIT SHORT FOR HARD-CORE GAMERS

PSM FINAL SCORE:

FAITHFUL TO THE COMIC, BUT MORE FOR THE CASUAL GAMER





LARA CROFT
The Legacy
Lives On



Sega Dreamcast

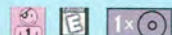
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Digimon World



PUBLISHER

Bandai

DEVELOPER

Bandai

TYPE OF GAME

Monster Breeding

◀ *Digimon World* never quite rises above its derivative origins, and the result is a game that's not a whole lot of fun.

NOT UP TO THE QUALITY OF THE CARTOON

Digimon has always been the *Go Bots* to *Pokemon*'s wildly successful *Transformers*, an inferior knock off of its staggeringly lucrative cousin. With that in mind, we turn our attention to Bandai's PlayStation spin-off, *Digimon World*, a monster breeding RPG of near epic proportions. The question is, can *Digimon World* rise above its derivative origins and show those Poke-freaks how it's really done? The answer, unfortunately, is no.

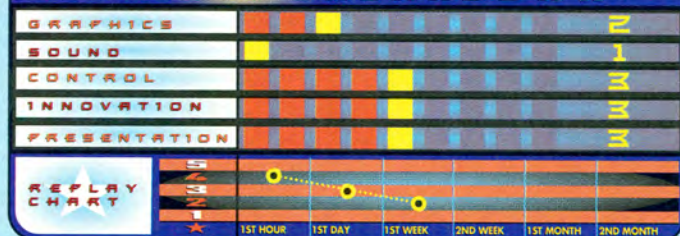
While by no means a terrible game, *Digimon World* suffers from an overwhelming sense of mediocrity. The graphics are underwhelming, the gameplay is simplistic and the sound just plain atrocious. Even the storyline is disappointing, bearing almost no similarity to the enormously successful Saturday morning cartoon. Instead, the player takes on the role of an unnamed *Digimon* enthusiast,

sucked into the Digital World and given the task of repopulating the faltering metropolis of File City.

Our nameless protagonist pursues this tenuous narrative across the prerendered environs of File Island, his ever faithful *Digimon* in tow. Along the way, they engage in Digi-combat with an ever increasing passel of opponents, growing in strength and agility with every battle. Unsurprisingly, this is where the meat of the game lies, with the player spending much of their time training and caring for their little digital pal.

Training takes place in specialized gym-like locations, with the player putting their companion through a variety of grueling exercises in an effort to boost the creature's various paltry statistics. Of course, this all takes a toll on your *Digimon*'s energy, leading the player into a tamagotchi-esque cycle of exercise and relief, lest the poor thing die of exhaustion. Still, despite these few interesting touches, *Digimon World* remains a dated and uninspiring game, one best avoided by anyone but the true *Digi*-fanatic.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

▲ INTRIGUING COMBINATION OF MONSTER RANCHING AND RPG ACTION.
▲ HAS SOME APPEAL FOR MONSTER RANCHER FANS

▼ BLAND AND LIFELESS GAMING ENVIRONMENTS.
▼ REPETITIVE AND UNINSPIRING GAMEPLAY.
▼ TEETH-GRINDINGLY AWFUL SOUND.

PSM FINAL SCORE:

BLAND AND DATED, THIS ONE IS BEST LEFT FOR THE FAITHFUL



Vampire Hunter D

D STANDS FOR DISAPPOINTMENT!

This is definitely one of the worst games we've ever played. The camera, control, enemy AI, attacks, graphics, and puzzles are executed in very poor fashion. With seemingly such little thought put into this game, we get the impression that someone is simply trying to capitalize on the release of the new *Vampire Hunter D* movie.

The camera and control are probably the most

▶ While *Vampire Hunter D* definitely looks like he does in the anime, his game is one sorry excuse for a fun thing to do.



PUBLISHER

Jaleco

DEVELOPER

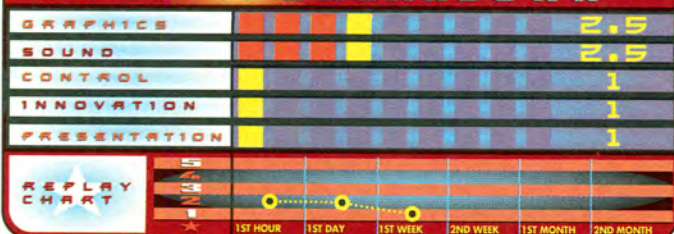
Victor Interactive

TYPE OF GAME

Action/Adventure

◀ Here is D going to work. Just before you kill an enemy, use the Hand to absorb the monster to obtain magic points.

PSM ★ BREAKDOWN



GAME ★ SUMMARY

▲ UNIQUE CHARACTER MODELS
▲ MEDIOCRE SOUNDTRACK

▲ THE HAND
▼ ALMOST EVERYTHING ELSE

frustrating aspects of the game, which simply make moving D from point A to B a real chore. The unstable camera creates much disorientation, which sometimes results in running around in circles. The stiff and imprecise control makes dodging enemy attacks impossible, so when D attacks, he must always take unnecessary damage. At times, D even seems to move by himself... what fun!

The only two positive aspects of the game are D's character model, and the Hand. Although D doesn't look graphically spectacular, the lanky character models will surely appeal to those who enjoyed the character art in the early Genesis games, and *Hakutoken* (*Fist of the North Star*). As for the wacky hand, well... it talks, eats, and inhales! The Hand's practical purpose is to devour enemies, which supplies magic points (Yipee! a few pointless magic attacks), but his lonely lifestyle forces us to wonder whether the Hand does more than aid his steel sword.

PSM FINAL SCORE:

DON'T LET THE COOL ANIME ENTICE YOU INTO BUYING THIS GAME!



Tenchu 2: Birth Of The Assassins



PUBLISHER

Activision

DEVELOPER

Acquire

TYPE OF GAME

Action/Adventure

▲ The training missions really do a good job of introducing newbies to the world of Tenchu. By the time you're done, you'll be a master ninja.



▲ While you aren't going to be doing it in every mission, swimming is a lot more important in this game. Just remember one really important fact: you can't breathe underwater... at all.



▲ The engine this game was built around isn't that great, so you get quite a few graphical glitches going on. You also can't see that far in front of you. Notice that black area in the screenshot.

THE AZUMA NINJA CLAN GETS ANOTHER MEMBER

Two years ago, *Tenchu* introduced the world of stealth to millions of PlayStation owners around the world. *Metal Gear Solid* might have stolen its thunder, but we all know which game came out first. There was also just something inherently cool about playing a ninja. Maybe that just goes back to our younger years when we all loved to dress up in black and throw shuriken stars at passing cars. Yeah, those were the good ol' days. Fortunately, we can once again relive those days, to a certain degree, with *Tenchu 2*.

Despite the 2 at the end of the title, this "sequel" actually takes place four years before the events in the first game. A coup has occurred that threatens the House of Gohda and it's up to Rikimaru and Ayame to discover the culprits behind it. Joining them is a new character, by the name of Tatsumaru, who isn't selectable at the start of the game. Tatsumaru is actually the senior student of the Azuma clan and fights in a slightly different style than the two ninja that we're used to.

The game is broken up into 12 main missions, but the objectives are different for each ninja. It's just the locations that often end up being the same. And you'll have to play through the game with all three ninja in order to get the full storyline. In that regard, *Tenchu 2* provides a lot of gameplay variety. Each of the ninja have different strengths and weaknesses, so none of the missions really feel the same. You'll end up doing everything from rescuing a princess to trying to stop a boat.

If there is a weak link in *Tenchu 2*'s chain, it would have to be the graphics engine. While slightly enhanced over the one used in the original game, it's still pretty bad. You still can't really see that far in front of you, and enemies and buildings seem to just disappear from time to time. There are often instances when you'll be walking along and a character will suddenly appear and see you. Clipping problems also occur a lot, especially when you try to lean against walls in certain areas. Hopefully, a lot of these problems will be eliminated when the series moves over to the more powerful PlayStation2.

Easily the most exciting addition to *Tenchu 2* is the mission editor. Amazingly complete in its design, you can go in and edit everything from the layout of the terrain to the movements of enemy soldiers. Then, save your "perfect" mission to a memory card and see if your friend has the skills to complete it. Just keep in mind that the editor is very thorough and that it will take most people a bit of time to come to grips with it.

In conclusion, *Tenchu 2* is very much like the first game. Overall, it is a little harder, but the general feel and design of the game will be very familiar to fans. As mentioned earlier, the game engine could have used a bit more work, as it seems

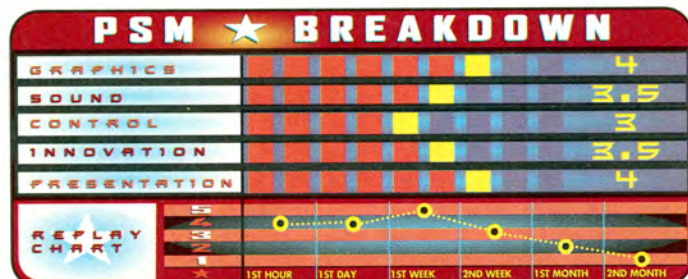


▲ Ayame makes her return in *Tenchu 2*, along with Rikimaru.



The tone in this game is quite dark and the levels reflect this. You'll have plenty of shadows and darkness to hide in. And don't be afraid to rely on your ninja weapons for help.

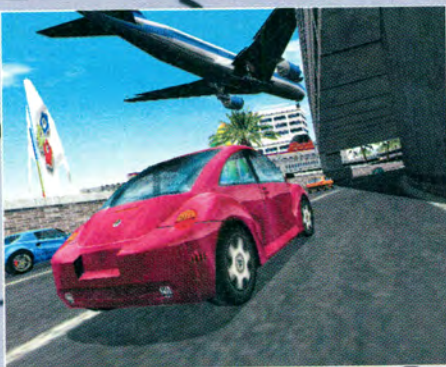
dated compared to ones found in other 3D titles. Also, the fighting system, in general, needs a complete overhaul before the next *Tenchu* is released. As it is, it's just not responsive enough and there should be more depth to it. If you can deal with those two problems, then *Tenchu 2* will provide you with plenty of fun. Those of you who never played the first game still might want to give this one a try, as it has a great training feature. Before long, you'll be throwing shurikens and tetsubisi with the best of them.



GAME ★ SUMMARY	
▲ PLENTY OF MISSION VARIETY AND CHALLENGE	▼ GAME ENGINE IS UNPOLISHED AND WEAK
▲ THE MISSION EDITOR IS WELL-DESIGNED	▼ BOSSES ARE OFTEN UNFAIRLY DIFFICULT
▲ GOOD TRAINING LEVELS FOR NEWBIES	▼ COMBAT SYSTEM STILL NEEDS WORK

PSM FINAL SCORE:
 A BIT ROUGH AROUND THE EDGES, BUT STILL FUN





"The most impressive racing engine we've ever seen." —dailyradar.com

"A killer racing experience." —GamePro

"Fantastic graphics, fast speeds, slick cars. Any questions?" —ign.com

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It's not just racing. It's an all-out assault of arcade-style, stunt-based and realistic driving madness. Comprehensive state-of-the-art vehicle dynamics. Authentically licensed cars: Lotus™, Aston-Martin™, BMW™, Alfa Romeo™ and more. One of the most advanced 3-D driving engines ever. It all gets inside of your head and spins you around. And when you're finished, it's time for another ride.

viva la speed!



steering
bearing

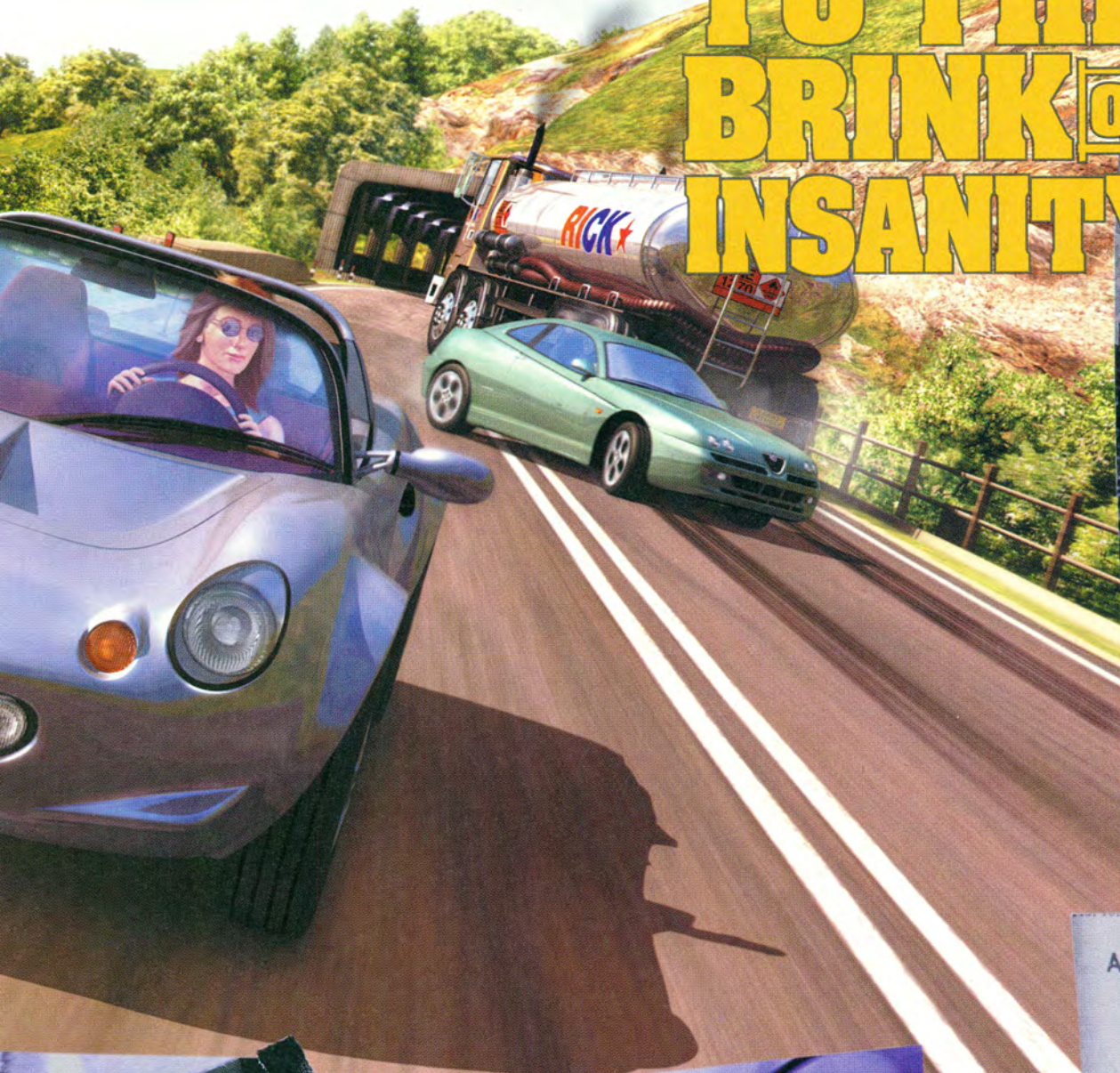
45°

45°

WATER
PUMP

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DRIVIN' TO THE BRINK OF INSANITY.



VANISHING POINT™

AIR TIGHT CAP

FROM PUMP

AIR PRESSURE 2 LBS.



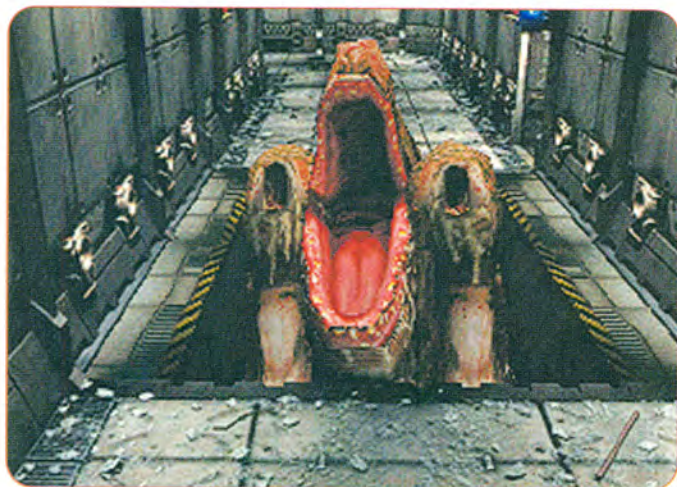
fuel system. On

SHAFT

ON AFTER

INFLATE MANIFOLD

Parasite Eve 2



▲ Lure him into the lift and squash him!

WE DON'T NEED NO STINKING MUTANTS!

Van Damme must have helped make this game, because it is more of a knock-off of Capcom's *Resident Evil* series than the previous one. Although the mimicry at least ensures decent gameplay, *Parasite Eve 2* too closely copies Capcom's series.

The story involves Aya Brea, who works for M.I.S.T. (an elite police unit). She must combat a corporate force that conducts experiments on animals by altering their mitochondria. These experiments turn all lifeforms into mutants (NMC's or ANMC's) of superhuman strength. This sounds familiar, huh? Although the adventure also becomes a personal quest for Aya, which gives the game a unique flavor, the basic plot feels a little trite.

Unfortunately, Square also adopted the two worst aspects of the *Resident Evil* series for *Parasite Eve 2*: the camera, and control. Although the camera isn't horrendous, it is very annoying for the perspective to alter suddenly, and without warning, when you are fighting. The temporary blindness that then occurs sometimes results in taking cheap shots from enemies that charge or shoot projectiles at Aya. Having to turn Aya, and then move, presents even more unnecessary problems in the fighting interface. Players should not have to take hits simply because Aya turns like the hour hand on a clock — cheap, cheap, cheap. In addition, this sluggish method makes running and moving stiff and difficult.

Besides these gripes with the game engine, *Parasite Eve 2* shines in the fighting and challenge departments. The vast amount of weapons, magic, and armor throughout keep the fighting varied. The large number of items to find and puzzles to solve are very challenging.

With great graphics, and appropriate sound and music to accompany solid gameplay, the overall presentation of *Parasite Eve 2* is well above average.



▲ The big Seadive isn't so tough. If you use the gun, just shoot quickly and keep moving.



► When the action heats up, Aya stays cool by wearing less...



PUBLISHER

Square

DEVELOPER

Square

TYPE OF GAME

RPG/Action

▲ Eve may look cute and innocent, but watch out, because she won't hesitate to turn on you.



▲ Aya must not be heading into action. She remembered to wear a shirt...

▲ This army guy is helping out by unloading some bullets into a Golem.



We didn't make a mistake in taking this picture; this is one of the cool water effects.

PSM ★ BREAKDOWN

GRAPHICS	
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GAME ★ SUMMARY

- ▲ NICE CHARACTER MODELS AND GRAPHICS
- ▲ LARGE VARIETY OF WEAPONS
- ▲ INTERESTING PUZZLES
- ▼ STORY IS A LITTLE DRY
- ▼ PRIMITIVE CONTROL
- ▼ ENEMIES CAN BE CHEAP!!!

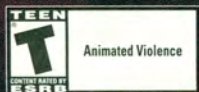
PSM FINAL SCORE:

CHECK IT OUT IF YOU'RE A RESIDENT EVIL OR AYA FAN



YOU DEFEND YOUR FAMILY.
YOU DEFEND YOUR HOMELAND.
YOU DEFEND ALL THAT IS GOOD.

BUT FIRST, YOU MUST DEFEND YOURSELF.



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You are the very first dragon slayer, a fearless hero who must combat the most horrific of enemies. You will vanquish evil, marry the heroine, and continue your heroic legacy with each new generation. You will fight as 9 brave characters in 3 action-packed storylines, and battle to prove your worth, your might, your Dragon Valor.

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Iron Soldier 3



PUBLISHER

Eclipse Software

DEVELOPER

Telegames

TYPE OF GAME

Action

◀ Don't worry about fighting off the enemy's aircraft. You should worry more about having fun with this horrible game.

THIS IS HOW NOT TO DO A MECH GAME

What was the killer franchise for giant robot action on the now extinct Atari Jaguar comes across on the PlayStation as ugly, slow and uninspired. *Iron Soldier 3* is the third installment of the previously Jaguar-only *Iron Soldier* franchise. While the previous games in the series may have been great, *Iron Soldier* for the PlayStation is, at best, mediocre.

Apart from decent FMV, there's not much to like about this game. You must use your giant robot (called an Iron Soldier) to save the planet from a hostile takeover by an evil corporate conglomerate. Sound like the plot of every b-list sci-fi movie ever? The game pretty much spirals downhill from there.

A big part of *Iron Soldier 3* is smashing buildings. Actually, that's most of the game. You'll repeatedly run up to a building and swing your robot's fist at it until the building shatters like it was made of eggshells. Then you'll watch the uninspired explosion, pick up the crate that is left behind. Rinse, lather and repeat.

Don't bother fighting off enemies (unless the mission requires it); the enemy onslaught is more annoying than challenging. Swatting and shooting down enemies is made artificially difficult because swarms of enemy craft are like swarms of gnats. They're impossibly tiny, and hard to spot on your equally-as-tiny onscreen radar. Often you will find you're being attacked and not know where your attacker is.

Fighting might be easier if your giant robot could be controlled, but piloting the Iron Soldier is similar to riding a broken lawn tractor. Tooling around the nondescript battlefields can take forever, while turning, accelerating and aiming is frustrating and painfully slow.

Don't let misplaced nostalgia for the previous titles in this series overwhelm the fact that *Iron Soldier 3* is a lousy game, and should be avoided.



GAME ★ SUMMARY

- ▲ YOU GET TO PILOT A LARGE AND POWERFUL MECH
- ▲ YOU CAN USE THE GAME AS A FRISBEE
- ▼ GRAPHICS ARE GRAINY AND QUITE SMALL
- ▼ RADAR INFORMATION IS PRETTY USELESS
- ▼ CONTROLS LIKE BROKEN LAWN MOWER

PSM FINAL SCORE:
IT'S LIKE POKING A SHARP STICK INTO YOUR EYE



Star Trek: Invasion

ENGAGE YOUR ENGINES AND PREPARE FOR WARP FIVE

Well, if there's one thing that the developers at Warthog know, it would have to be space combat. The team consists of several members who were responsible for *Colony Wars*, THE definitive space-shooter series on the PlayStation. Now, the gang's trying its hand at developing a title worthy of the *Star Trek* name. And, for the most part, they certainly delivered.

Invasion isn't your typical *Star Trek* game, due to the fact that you're not controlling one of the more well-known ships, like the Enterprise or Voyager. Rather, you pilot the Federation's newest single-seat fighter. And in that regard, the game plays a lot like *Colony Wars*. You'll just encounter characters and enemies from Gene Roddenbury's universe. Michael Dorn (Worf) and Patrick Stewart (Picard) also lend their voice talents in order to make the gaming experience as authentic as possible.

Visually, this game is one of the best looking space shooters available on the PlayStation. Ships are well-detailed and the lighting and weapon effects are truly a sight to behold. Sometimes you get so mesmerized by the light show that you'll miss that incoming Romulan fighter. Yeah, they're that good. Along with the eye candy, you get over 20 missions, each focusing on varying objectives such as retrieval, pursuit or an all-out assault. In general, all the missions are quite good, but there are a few that seem a bit repetitious and bland. For the most part, though, the missions are well thought out and balanced in their difficulty.

The one unfortunate side to this game is that it doesn't really bring anything that new to the table. Rather, it takes all the good things that this genre has to offer, pol-



PUBLISHER

Activision

DEVELOPER

Warthog

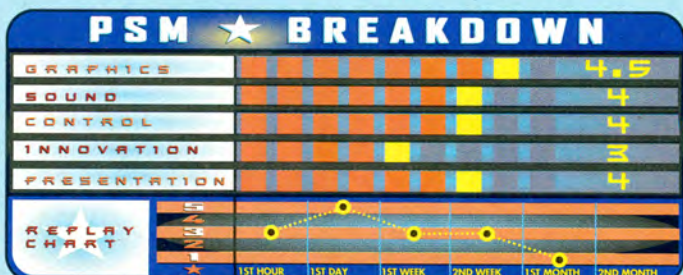
TYPE OF GAME

Space Shooter

◀ While the graphics and lighting effects are all new, the gameplay may seem familiar to fans of this genre.

ishes them up a bit and blends them together into a nice little package.

Now, that's generally not a bad thing. However, if you've already played all the *Colony Wars/Wing Commander* titles on the PlayStation, then this game might seem a bit old-hat to you. There are a few differences, but the overall experience will feel quite similar. Newcomers will find *Invasion* a great entry point, though. The training missions are great and the excitement of getting into a space dogfight, with wingmen at your side, can't be beat. Overall, we can't think of a better way that *Star Trek* fans should enter the final frontier.



GAME ★ SUMMARY

- ▲ GOOD VARIETY OF MISSIONS AND WEAPONS
- ▲ BEAUTIFUL GRAPHICS AND LIGHTING EFFECTS
- ▲ MUSIC IS TOP-NOTCH AND PULLS YOU IN
- ▼ SOME OF THE MISSIONS ARE A BIT BLAND
- ▼ NOT MUCH THAT HASN'T BEEN SEEN BEFORE
- ▼ MULTIPLAYER MODE SEEMS TACKED ON

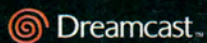
PSM FINAL SCORE:
A GOOD JOURNEY INTO FAMILIAR TERRITORY



It's what you fear.

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IN THE
DARK™
THE NEW NIGHTMARE

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■■■ ACTION BASS



After a hard day of fishing under the sun or competing in a tournament, you look with awe at the trophies your angling skills have awarded you. In this action-packed arcade style fishing game, the player can either spend time leisurely casting across lake waters waiting for a bite on the line or they can enter an intense fishing competition where the only fish that matters is the biggest catch of the day. Along the way players will face all sorts of challenges including shifting water conditions, unstable weather and even more skilled opponents as he continually attempts to outwit the wily bass during each season of the year. Amazingly realistic fish behavior ensures that no fish is caught without a fight and that reeling in a winner delivers optimum angling action excitement.



- :: Tournament-style Challenge Mode, free-wheeling Free Mode, and an Extra Bonus Mode.
- :: Lure Action Gauge allows the player to monitor lure movement easily.
- :: Enjoy watching fish (up to five heaviest) you brought back in the Aquarium Mode.
- :: Five diverse lures are available at the beginning, covering a wide range of water conditions and lure movements. More lures will be available as the player gains experience.
- :: Wide variety of "lure action" possible to attract bass, some requiring retrieving or rod movements only, others requiring skillful combination of the two.

\$9.99* GOT GAME? **\$9.99***

*Suggested Retail Price

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SPEC OPS: STEALTH PATROL



Welcome to the US Army Rangers, one of the toughest and most elite of the world's military task forces. Your main objective is to control your team of Rangers and eliminate opponent targets while completing mission sub-tasks in the time allotted. Choose between stealth or all out frontal assault- it's up to you. 3D action, time pressure and realistic combat will keep you begging for more. Immersed in huge, outdoor 3D environments you and your team members must successfully execute your tasks which revolve around several different mission objectives including reprisal attacks, seize and destroy missions, counter-terrorist attacks and raid and destroy missions. Each environment is unique, not only in look and feel, but in game play as well. With the emphasis on action and realism, navigate your team with guns blazing or silently under the cover of darkness across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

Do you have what it takes? Will you be able to complete your mission, though you may be the lone survivor?



- :: 5 intense mission campaigns each with numerous sub-missions based on real activities carried out by the US Army Rangers
- :: An arsenal to choose from including shotguns, grenades, machine guns, sniper rifles and more
- :: 3 difficulty levels - Private (Easy), Corporal (Medium), Sergeant (Difficult) offers massive replay value
- :: In the 2 Ranger option the player has simultaneous control of 2 Rangers
- :: Create an inventory filled with hi-tech equipment to aid the Rangers in their tasks - GPS navigation for moving through dense landscape, tripwire mines to booby trap enemies, nightvision goggles for stealth accuracy, med kits for injury repair and more

\$9.99* GOT GAME? **\$9.99***

*Suggested Retail Price

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■■■ BALL BREAKERS

Roll with the punches! Roll over the competition!



■■■ SPIN JAM

Ultra-addictive arcade action puzzler!!!!!!



■■■ MARTIAN GOTHIC

Horror on an intergalactic scale!!



■■■ SPEC OPS: STEALTH PATROL

The enemy is expecting you tomorrow. You're already there!



■■■ PRO-PINBALL BIG RACE USA

Pro Pinball: Big Race USA delivers more adrenaline-pumping action than your brain can handle!



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■■■ SPEEDBALL 2100

Extreme sports have been taken to the next Level!



■■■ GRUDGE WARRIORS

There is no such thing as friendly fire.



■■■ ACTION BASS

Pulse pounding white knuckle action of bass fishing is here!!



■■■ PRO-PINBALL FANTASTIC JOURNEY

Steam powered time travel will whisk you away into the world of pinball.



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\$9.99* GOT GAME? \$9.99*

*Suggested Retail Price

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FINAL FANTASY IX

Square's Latest is the Greatest!

Simply put: this game rocks! So far, everything from the graphics to the new additions seem to make *FFIX* the best version of the series on PlayStation. Although it is difficult to completely understand the story, it is torturous to put the controller down until the U.S. version arrives.

We're a firm believer that story composes an integral part of any RPG, but even without a story, *FFIX* remains ultra addictive. The battle system, although still turn-based, is faster and more diverse. Supposedly, the Guardian force aren't as long and elaborate; magic spells are easy to learn, vary significantly from character to character, and are actually extremely character specific. The Trance mode adds more variety to fighting than did the limit breaks. During a Trance, each character will be affected differently. For example, Vivi can cast two spells simultaneously, while Zidane can use new attacks. In addition, you can remain in Trance mode for up to five turns.

Square has also included a series of mini games, such as Chocobo Digging, and the card game. In the digging game, you must ride on top of a Chocobo while running around trying to dig up potions.

These potions correspond to points, which you can use to buy special items. Although the card game is essentially the same as the one from *FFVIII*, it's still a fun way to take a break from intense action.

Those gamers who started playing the series at *FFVII*, and favor the Sci-Fi mood may have some initial gripes with the overdone fantasy tone of *IX*. For example, characters now appear less realistic, and the environments look more puffy and romantic. We aren't arguing that one type is better than the other, for each have their own unique character. But the fantastic appearance does feel more reminiscent of *FF* games before the PS, and the deformed and animal-like characters bring a level of cuteness and lovability seemingly unattainable by a more realistic cast.

Whether you favor one type of look over the other, *FFIX* ultimately provides quality and entertainment that any fan will definitely appreciate. Although we still don't have a release date yet, check out the next couple of issues for a *FFIX* blow out, which will include a complete review, and a strategy.



▲ This is the screen that reveals the new location that you're about to enter. The Burmecian Kingdom is desolate and full of tough monsters.



▲ Here is a dragon. Although they are just normal enemies, they are difficult. If you encounter one early in the game, RUN!!!



▲ The sand monster looks more imposing than it actually is. Just smack the red ruby in its chest a couple of times to kill it.

▲ Gina could give Gene Simmons a run for the longest tongue award!



◀ Here is the main character, Zidane. He is extremely ambitious, but a bit too hasty, at times.



▲ What a lovely scene, huh? Take a break occasionally to enjoy the graphics; they are truly art.



▲ Friar displays his Jump attack. Although it is slower than his normal slashing attack, it does much more damage.



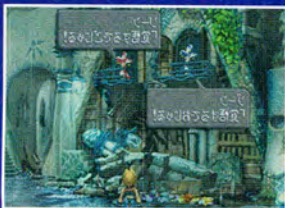
◀ We don't know much about Salamander, yet, but from the looks of him, he appears to be quite powerful.



▲ Marcus, the guy on the left, is a bandit. Whenever possible, try to steal items from enemies, for you might obtain some useful items.



THE EVIL ONES



▲ These two clowns are a recurring pain in the ass. Although it seems that you never actually fight these guys, you will have to fight the myriad of monsters that they hide behind.



▲ Craaaabbbbs!! He's a tough one. If you use the Friar to constantly heal your party and attack with Zidane and Vivi, you should dispatch it without a problem.



▲ You'll encounter this character a number of times and every time she'll beat you to a pulp. However, she never kills your party — is she Friend or Foe?

PS GRAPHIC POWER!

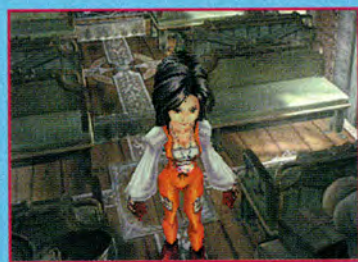
The graphics in this game are simply amazing. Square continues to surprise us with increased graphic quality for each new FF game. Check out the level of detail in the characters.



▲ It's hard to tell, but the overhead map is actually very detailed. We think the over abundant use of mist is used to conceal pop-up.



▲ This is one of the main bad guys. Not only is he ugly, but he is quite despicable. He cracks a psychotic smile after destroying a forest.



▲ Garnet models for us. The minute details of every character — hair, hands, clothing — is quite impressive.



▲ Riding in a basket attached to a bug is one of the few strange methods of transportation in FFX.



▲ Steiner gets imprisoned in cage hundreds of feet in the air. Just shake the cage from left to right to escape.



▲ Zidane stands in awe as he encounters a boss.

UNDERSTANDING ABILITIES

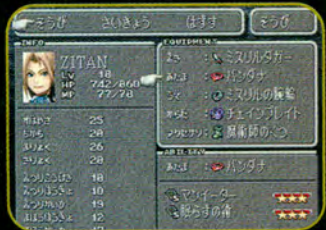
Abilities are important to success in the FF world. There are two types of abilities: abilities that enhance your stats, and abilities that help you learn magic.



▲ Here is one of Friar's newly acquired abilities. He calls forth the power of the dragons, and rams his lance into enemies. Looks like it's time to rip someone a new... uh... orifice.



▲ This is the ability equip screen. The items you have equipped come with certain abilities. To learn these abilities, you must go to this screen and equip them with gems.



▲ You can see the ability screen under the equipment screen. The latter screen reveals the abilities you can learn from each item. This detailed inventory is really a joy to behold.



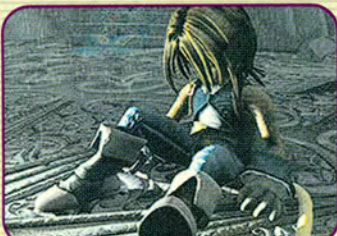
▲ Steiner looks imposing and he is strong on the battle field, but at heart, he's a big softy.

▲ Eiko is petite, but packs quite a wallop!



▲ Zidane is brought to his knees after a battle. Although he is weak at this point, his overly ambitious attitude always keeps him going.

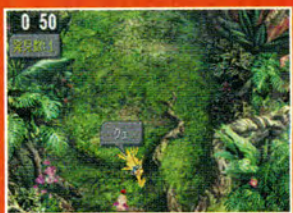
▲ Check out the FMV of Odin; he looks like he could really kick some butt!



▲ Here you sneak up on two of the main enemies; although you have the element of surprise, you don't stand a chance against these foes at this point in the game.

MINI GAMES GALORE

Final Fantasy has a couple of mini games available to play (even a supposed Black Jack game). Winning games will allow you to obtain special items that will make the FF experience a little easier.



▲ This is the Chocobo digging game. Remember to keep running while hitting the dig button. The louder the Chocobo yells, the closer you are to potion points.



▲ This is the card game. Similar to FFXVIII, you must try to turn all of your opponent's cards to your color. This is accomplished by card battles.

NBA LIVE 2001

EA's Live is back for its seventh season

You know, EA has always had the best-selling hoops title for two reasons: 1. *Live* is consistently really good, and 2, all of the other basketball games stink. It's a good thing, then, that EA can still get excited about making its games better, despite having no competition.

Here's the list of the key new features added this year: The players have higher poly counts and cyberscanned faces; the stadiums are more detailed, with new bench and crowd animations; you unlock new features by meeting specific challenges; Kevin Garnett was used to motion capture all the dunks, and lots of other details have been added, such as players encouraging each other or arguing calls with the ref.

One last new improvement, and probably the biggest one, is the deeper post game. New animations have been added for up-and-under moves, drop steps, baby hooks, turn-arounds and fade-aways. Plus, there is a better feeling of contact and battling for position.

We're going to go out on a limb here and say that this looks like another winner from EA. If this ends up being the last *Live* on the current PlayStation, it should go out with a bang.



▲ A whole bunch has been added to the post-up game. Also, notice how much better the crowd looks.



▲ EA's Cyberscan technology was used to get each player's face to look as good as the PlayStation will allow.



◀ Now you can post Shaq up and go for an up-and-under move, drop step, or his baby hook.

▼ The graphics look better, but let's face it, EA has squeezed every last drop of juice out of the PlayStation.



◀ Miller versus Kobe, round two. Will the Pacers fare any better this time around?



Publisher Capcom
Developer Capcom

Release Date September
Type Action



▲ While this boss isn't that much larger than some of the ones in the first game, there are bosses which are amazingly huge. They're the kind that make your jaw drop to the floor.

▶ There are a lot more levels that take place outside now. You won't be venturing into underground tombs as much. Notice how good the snow storm effect looks — just another nice detail.



▲ All the cutscenes use the in-game models, so every thing blends smoothly together. And as you can see from this scene, Gramps is back and nastier than ever. Don't mess with him.



▲ Being a hero means that you have to do a bunch of different good deeds. At the start of the game, you actually have to put out some fires in order to save your little monkey friend.

MEGA MAN LEGENDS 2

They made him stronger,
faster and smarter...
because they could

While the first *Mega Man Legends* title did a good job of taking our robotic hero into the world of 3D, it did have its fair share of problems and disappointments. Taking those into account, Capcom is trying to make sure that this sequel delivers an even better gaming experience that all types of players can enjoy.

Along with the obvious changes in storyline, *Legends 2* will also feature several new features and enhancements that should make the gaming experience that much more enjoyable. One of the main gripes with the first game was the non-responsive camera system. You could never look at a specific thing very quickly. Now,



▶ He's bad, he's blue and he's back. Finally, Mega Man has returned to the PlayStation.

the second analog stick controls the camera, which means you can shift it around when you want. The targeting system is also more effective, allowing you to track enemies more easily.

Another one of the more noticeable improvements has to do with the overall game engine. The graphics are much more polished and clean, and characters and backgrounds are generally larger and have higher detail. In fact, some of the environments are up to 2x larger than the ones in the first *Legends* game. That a lot of area to explore! And with only a \$30 price tag, we're sure that a lot of *Mega Man* fans are going to be eager to explore it.

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NASCAR HEAT

Hasbro hits the NASCAR circuit

There's been a veritable slew of NASCAR racing games coming down the pike, and now Hasbro Interactive joins the pack with *NASCAR Heat*. Based on the 2000 NASCAR Winston Cup season, this title's got plenty of features going for it.

For starters, there's scalable AI that will actually adjust to your skill level, so your opponents will get tougher as you get better. Then there's the fact that you can race as any of your favorite NASCAR drivers, including that venerable stalwart, Richard Petty. And you can race on every single course that was raced on during the 2000 season. What more could you want?

Well, how about three different game modes: Single Race, Championship Race and the new Race The Pro mode, which will allow gamers to compete against laps that were run by the biggest NASCAR stars. And you can play these in either the Normal or Expert difficulty level.

And let's not forget what most fans (OK... some fans...) go to see on race day: the crashes! Hasbro has promised very realistic damage, including dents, scratches, sparks, skids and collisions. Yeehaw!

It all adds up to what should be a great racing experience, and once Hasbro and Digital Illusions get done putting the finishing touches on the graphics, we'll be ready to give you a full review.

Hey, how come the number five car has all the pit space? Can I get a little service here?



NASCAR Heat offers a variety of modes to play in, as well as lots of racing teams to choose from.



This first person view will most likely get some touch up before the game is released in October. Mmm... banked turns...



Nothing does more damage to new paint than taking a lap or two upside down. Hasbro promises realistic damage, dents and scratches. Yeehaw!

Here we are in the back of the pack. When you get close to or pass another driver, his name becomes visible above his car.

Publisher 300
Developer 300

Release Date September
Type Action



Stadium lights, billboards, commentary — this isn't your traditional tank action game, for certain.



Many stages have weather effects that will affect your tank's performance. At least you won't need tire chains.

WDL THUNDER TANKS

3D0's metal marauders return with an all new attitude

The tank-based carnage doesn't just happen for the heck of it in this spiritual follow-up to *BattleTanx* — it's actually part of an international battle tournament known as the World Destruction League. Borrowing from the fighting genre, the game will place an emphasis on mastering the unique abilities of its nine tanks and learning the weak points of your competitors. Each tank will have its own driver, each with their own unique (and suitably over-the-top) personality, which, combined with between-match commentary and broadcast TV like presentation, will further add to the game's WWF-style attitude.

Combat will take place in five international locales, including Tokyo, Italy, Moscow, and the U.S., in the shadow of such famous landmarks as the Leaning Tower of Pisa. All told, there'll be 30 arenas to compete in and eight gameplay modes, including Capture the Flag and King of the Hill. That said, the game will also feature two-player, split-screen action, which is already moving at a break-neck pace.

Throw in weather effects, environmental hazards (such as exposed warheads), and cool special weapons (such as an all-out air strike) and you're looking at what could be one heck of an action game. Look for our full review soon!



If direct attacks aren't getting the job done, you'll also be able to take out parts of the environments and catch your opponents in the proximity effect.



The tanks themselves will range from tread-based 20th century types to futuristic hovering behemoths.

MAT HOFFMAN'S PRO BMX

Hands-on with Activision's latest extreme sports offering

Since we first previewed the game a couple of issues ago, we've had the chance to sit down and play an early version of Activision's first BMX title for PlayStation.

Built on an enhanced version of the original *Tony Hawk's Pro Skater* engine, *Mat Hoffman's Pro BMX* takes the core gameplay of its predecessor, expands on it with tricks that only BMX bikes could perform, and then throws in plenty of neat extras, such as a course editor and two-player, split-screen competition. At this point, the game plays very much like *Tony Hawk*, although the feel is quite different at times. The pacing seems much faster, and the tricks can be a lot more elaborate to look at. In addition, there are now areas off each level that can be unlocked by performing certain tricks, which adds a new level of challenge to the game.

You'll be able to choose from eight pro riders to compete as, including Kevin Robinson, Mike Escamilla, Dennis McCoy, Cory Nastazio, Simon Tabron, Joe Kowalski, Rick Thorne, and reigning

BMX champ Mat Hoffman himself. Each rider has stats in nine categories, including speed, air, acceleration, and balance. As in *Tony Hawk's Pro Skater*, the riders are all well-animated, plus their bikes are very detailed.

We've also received new info about the game's courses, of which there'll be eight in all, encompassing vert, street, and dirt. They'll include a construction yard, park, a school campus, the London underground, and the Hoffman facility itself. You'll also be able to use the game's built-in editor to create your own courses, and there's even a chance that you'll be able to use courses you've created in the *Tony Hawk's Pro Skater 2* level editor as well.

The game's multi-player aspects also look promising, with both players able to compete simultaneously in a variety of modes, including Graffiti, Horse, and a new Demolition Derby challenge. You and a friend will also be able to ride simultaneously in courses you've created using the game's editor.

Mat Hoffman's Pro BMX remains on schedule for release this fall. We'll have more on the game soon, so stay tuned.

◀ The game's characters look very detailed and move realistically, but the detail on their bikes is what's really impressive.

▶ As if there weren't enough realistic grind possibilities in the game, you'll also be able to ride on such unrealistic surfaces as this power line.



▲ Since when do school campuses have ramps installed to create between-building half-pipes?



▲ Since BMX bikes have pegs on both sides of their front and rear wheels, you'll be able to grind and stall on various points to create different trick combinations.



▲ The London underground features this subway tube, where one goal will be to perform tricks along the top of a train while it's in motion.



▲ Here's the man himself, demonstrating the style that made him sterile... oops! We meant famous... real-ly! Sorry...

HIDDEN AREAS

Creating extra challenges and boosting the game's lasting appeal, you'll be able to unlock entirely new areas off its main courses by performing certain tricks. They're not going to be easy though.



▲ In one area of the Hoffman facility, there's an opportunity to transfer from one half-pipe to another by jumping over a pipe near the ceiling.



▲ Successfully performing this trick causes a door on the warehouse to open, which leads to an outdoor area packed with dirt jumps.



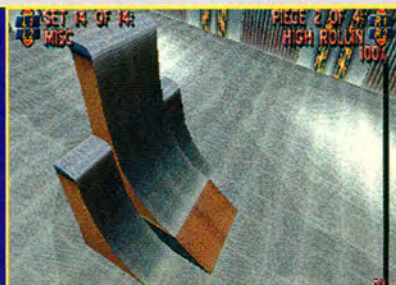
MAKE YOUR OWN COURSES

The course editor in *Mat Hoffman's Pro BMX* is virtually identical to the one in *Tony Hawk's Pro Skater 2*, which means you'll have dozens of pieces to utilize, multiple levels of elevation, and several themes for your dream course. It also promises to be incredibly intuitive and capable of building courses just as elaborate as the ones that come with the game.



▶ You chose the starting point, then place dozens of pieces to create your dream course. You can even stack objects on top of other objects for some truly gnarly creations.

◀ The blank slate you have to work with is actually a very large, very tall room with a grid-based floor.





Animated Violence

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DUCATI

Acclaim brings some Italian style to U.S. gamers

Dut of nowhere, Acclaim announced that it had acquired the Ducati license and was set to release a game based on the popular motorbike line later this year. And while the actual name of the game is not yet set, we can give you the first info and screens that have been released.

The game is broken up into two different main modes: Ducati Life and Quick Race. The Quick Race is basically the standard arcade affair, where players progress through the eight different tracks in order to earn faster and more powerful bikes. Overall, it's pretty basic. Now, Ducati Life is on the other side of the spectrum and resembles Gran Turismo in a lot of ways. You can purchase bikes and fine tune them to your own specifications. Then, after earning the required licenses, you can challenge other racers for their pink slips. Lose the race, though, and you're heading home without a ride.

Oh, and for those of you who are interested in the colorful and detailed history of the Ducati line, a Classic Showroom has been included. You can see samples of bikes from as far back as the 1950s to the present. And, if you've earned enough money, you can even buy them.



▲ Earn enough money and you can pick up the bike of your dreams and then race it against your friends. You can even race for pink slips, like they used to do in the prehistoric days.



▲ The older Ducati bikes didn't really have that high of a top speed, so they're the ones you get to race at the start. That way, you can get a handle on the courses more easily.



▲ While still in an early stage of development, Ducati does already show off some nice lighting effects, especially when you are driving under street lights or through tunnels.



▲ Much like in Gran Turismo, you have to pass certain tests in order to race the higher classes. They range from taking corners smoothly to being able to stop your bike in a certain area, like this checkered box.



▲ Hit one of the shoulder buttons and you can look behind you. This comes in quite useful when you have a pack of racers behind you.

Publisher Sony CEA
Developer Eurocom

Release Date November
Type Action



▲ Pogo-a-gogo sees you riding a pogo stick around the board in an attempt to change its tiles to your color. Hitting the boxes with exclamation points adds the number of tiles you've highlighted to your score.

CRASH BASH

Sony's platform star tackles yet another new genre

He's already starred in his own kart racer, and now Crash Bandicoot is set to hit the party game scene in *Crash Bash*. Designed for one to four players, the game's Battle Mode is comprised of 28 competitive events that are sure to put your hand-eye coordination to the test. The events are divided up into a number of styles, ranging from those that reward the last man standing to the highest point scorer, and can be played under either Quick Battle or Tournament Battle variations.

There'll also be a full adventure mode that promises to be similar in structure to the *Crash Bandicoot* platformers and playable by one to two people. This mode will feature multiple

AI controlled opponents

and four boss characters to contend with. No matter which mode you choose, you'll be able to play as such well-known characters as Neo Cortex, Tiny, Coco, N. Brio, Koala Kong, Dingodile, and, of course, Crash himself.

Unlike the earlier *Crash Bandicoot* titles, this one is being developed by UK-based Eurocom. However, it's using all of Naughty Dog's original character models, textures, and sounds — so we can rest assured that not only will the action be frantic, but the look and feel will be 100% authentic.



▲ This slippery ice flow starts off surrounded by rocks. The goal is to knock and opening through them and push you opponents through it without slipping out yourself.



▲ This event is similar to the Konami party game *Poy Poy*, in which you throw various objects at other players. Touch the nitro, though, and you're toast.



▲ Some of the game's events will involve riding things — such as these tanks — and either blasting your opponents or pushing them out of the arena.



▲ This event's goal is to get those metal balls past your opponents. You can either knock them with your vehicle or catch them using a magnetic field and then send them flying.

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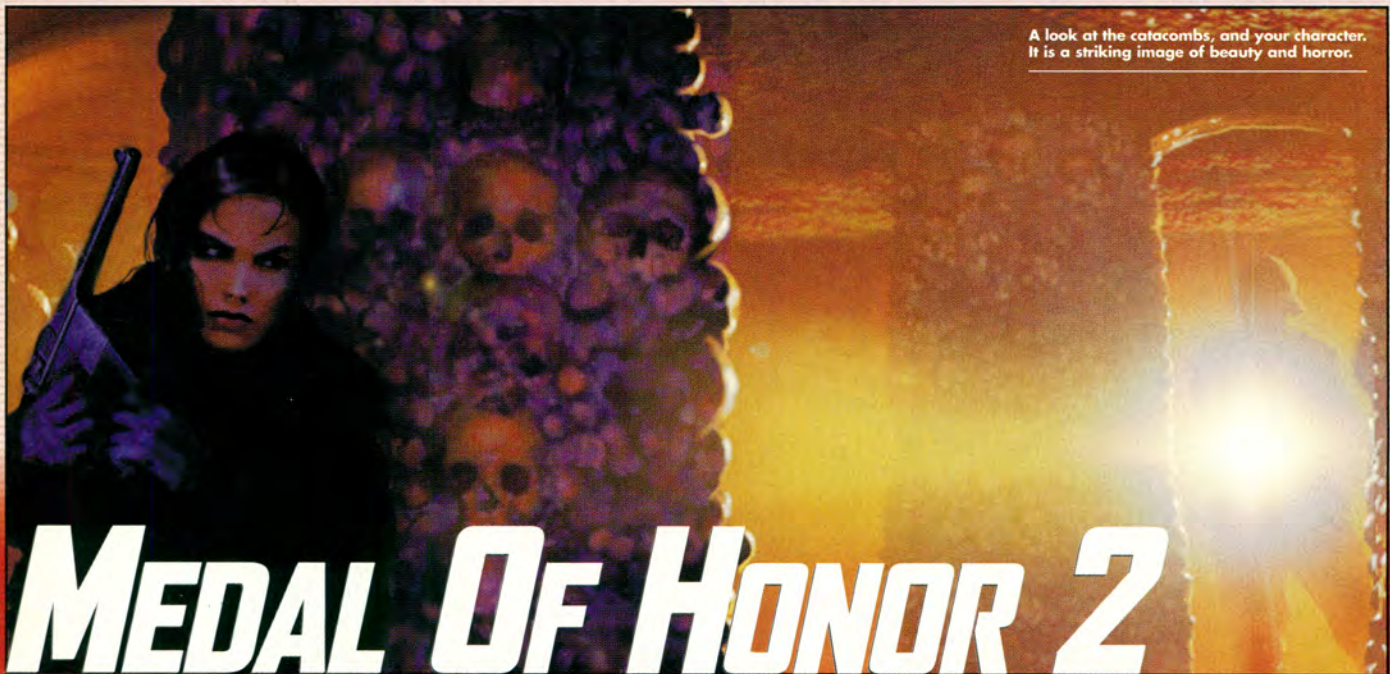
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MEDAL OF HONOR 2

Halt, you stinky American!

Nice graphics (by PS standards), captivating ambient sound, smart enemy AI, a wide variety of missions, smart puzzles, versatile gameplay, and outstanding sound made the original *MOH* perhaps the best first person shooter on the PlayStation. *Medal of Honor 2* promises to surpass its predecessor in every one of these areas.

Once again, you play as an American undercover agent in WWII, working against those evil Germans. Unlike the first game, you'll play in an even wider variety of environments, such as labyrinths, African deserts, ancient Greek buildings, castles, forests, monasteries, etc. In short, each level will feel fresh.

Accompanying the rich level designs will also be many different puzzles and missions. Dreamworks has retained the spy stuff, but this time you play the role of a photographer. Not only is the camera fun for taking pictures of goofy poses of soldiers, but it has a practical purpose; at times you'll have to photograph important documents... espionage is always cool. Other missions involve destroying key targets, such as supply trucks, tanks, and bases. Also, you can finally ride vehicles. In one level, you ride a motorcycle at high speed while blasting away at enemies! In

another level, you'll find yourself on a train, capping enemies that duck and dive behind seats at close range.

Speaking of enemies, these guys are smart, even more so than in the first game. If you throw a grenade into a pile of them, one will always throw himself on top to save the rest. Also, they run, dive, and hide much more often, which makes fighting even more strategic; it is utterly impossible to just blast your way through any level. Although some might think that the enemies are too difficult, we believe the difficulty setting on normal is perfect. Proceeding through each level cautiously, and completing every task elicits a gratifying sense of accomplishment; it almost feels like you went on the mission.

Although we don't have any major complaints about *MOH2* at this point, we would like to see the new female character better implemented into the gameplay; her character does not really offer any significant differences from the first. For example, it be cool if you could seduce guards and then, when they are distracted, take 'em out.

Don't let the upcoming release of the PS2 distract from keeping an eye out for this game. Check out upcoming issues for a review.



▲ There's Hitler. You don't see him too often in the game, but it would be cool if you could encounter him as the main boss at the end.



▲ This machine gun is quite powerful. As you can see here, this guy is knocked off his feet.



▲ Fighting on the train is exciting. However, the Nazis are tough; they are constantly firing, and diving between seats. Find a place to hide behind before you start firing.



◀ Drill the guy on the back of the bike fast. His firing buddy can be annoying.

GUN CONTROL

The key to finishing this game is killing your enemies as fast as possible. The best way to do this is to shoot them in the head.



▲ Nailing this guy in the face will bring him down in only one hit.



▲ If you hit them in the leg, they won't die quickly; it will probably take 15 hits to kill them. This method is a complete waste of ammo.



▲ Although they can't run when you hit them in the legs, they will continue to shoot at you from the ground.



▲ This is the main character. She seems petite, and cute, but she is a tough fighter.



NEW WEAPONS

Medal of Honor 2 has some new weapons to master. Learn them quickly to survive.



▲ The cross bow isn't very strong, but it is fast and silent. Use it when you wish to remain undetected.



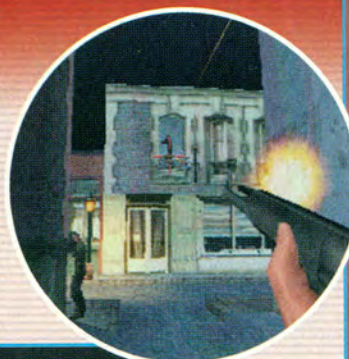
▲ Molotov Cocktails are much more useful than grenades. Since they explode on contact, soldiers can't pick them up to throw back at you.



▲ The Panzerfaust is a one shot, throw-away weapon like the Bazooka. It is useful against heavy tanks.



▲ As your pal drives you on the motorcycle, you have to take out passing enemies. Shoot quick, because there is no cover on the bike.



► The guy on the left is your brother. Let him take out all the enemies; he'll kill them fast. But if he gets into trouble, help him out.



▲ This level is full of enemies hiding in the buildings. Proceed with extreme caution through the streets.

STATS AND MEDALS

Your performance in each level dictates the number of stars you receive. The more often you get three stars in each level, the better your chances of obtaining the Medal of Honor.



▲ Here is the stats list that reveals your performance at the end of each level. Make sure to check it to see where you need to improve.

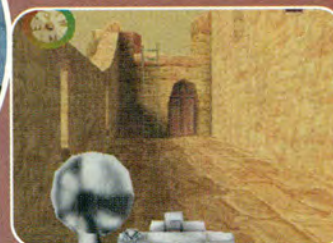


▲ Check out the war decorations. If you obtain all the medals by the end, you'll receive the best ending.

UNDERCOVER

As a spy, you'll take on a role as a photographer. To conserve ammo and life, it is smart to remain undetected for as long as possible, but when you are discovered, run for cover quick.

► Don't forget to take pictures of secret documents. If you don't, you'll fail your mission.

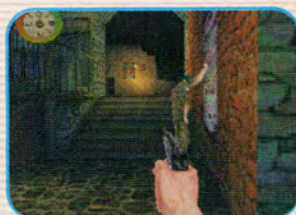


▲ This is your undercover gear. Make sure that you always have the camera equipped when you meet enemies; otherwise, they will attack.



▲ This guard poses for the camera. Try taking a lot of pictures. All of the poses are quite funny. Well, no one ever said the Nazis were real photogenic.

▼ Perhaps if there is a PS2 version, the game could look more like this. Awesome!!!



▲ This guy is taking a leak. At first, we just waited for him to finish — bad idea. As soon as he had the chance, he pulled a machine gun out on us.



▲ This is the mounted machine gun. It causes a ton of damage and is fun to shoot. However, whenever you use one, tons of enemies always seem to appear. Think it could have something to do with the noise?

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DRAGON VALOR

A historical action game... good idea!

Action games are perhaps the least evolved genre since the beginning of 3D gaming. Actually, it seems that many action games have taken steps backwards since the 16-bit days. For example, in the 16-bit days, bosses had patterns to discover in order to emerge victorious. Finding these patterns, and destroying the boss without a hair harmed, creates a feeling of satisfaction. Recently, a lot of developers merely force players to mash buttons and take hits, and never consider defense or strategy — what's the fun in that? There are probably a million reasons for such devolution, but whatever the case may be, Namco's *Dragon Valor* seems to be a step in the right direction.

Everything, from the story to the variety of gameplay, makes for a promising game. Initially, you play the role of Clovis, who seeks out the murderous dragon to avenge his family. Although this sounds like standard stuff, the plot thickens as you proceed further in the game. After you finish with Clovis, you take on the role of his son, Kodel, a number of

years later. Kodel discovers that his father has gone insane, and might have to begin a quest to end his father's life. You soon discover that *Dragon Valor* is a sort of historical game involving a family and friends.

So far, the gameplay is nothing short of interesting. There are a number of attacks, combination attacks (a la Tekken), and even some juggling combos. A *Dragon Valor* (the special type of warrior your characters play) can also wield magic. This includes healing, offensive and defensive magic, and even magic that allows you to set traps. Fortunately, since the enemies, especially the bosses, aren't completely stupid, you must use strategy to survive; that means relying on the discovery of patterns, and not just button mashing.

With good graphics and music, an interesting story, and cool gameplay ideas, *Dragon Valor* has a lot going for it. Let's hope that Namco will execute all of the possibilities in the game properly and grace us with a solid action game. Stay tuned for the next issue for a complete review.



▲ A beautiful CG! There are many more pretty cut scenes throughout the two discs.



▲ This enemy thought he had a chance. Think again!



▲ The huge spikes are a common trap in the game. When proceeding through a castle, watch for holes in the ground; they usually contain spikes.



◀ This scorpion is tough. Although it doesn't sting you, it shoots poison out from its tail. Just run in a circle until it stops, and then attack.



◀ This is like M.Bison's Psycho Crusher. When Volef shoots himself at you, jump out of the way and he'll smash into the wall. Since he is temporarily stunned, you can just walk up and slash him.

MOVING ON...

Although there is a tutorial in the beginning of the game to teach all of the various moves, try to discover the strategic advantages and disadvantages of all the moves.



▲ This sword slam is extremely effective against enemies who have a long attack range.



▲ This jump kick is actually a follow-up to a defensive move. It is best used as a hit and run against tough enemies.



▲ This is your super move. You should use it when you're surrounded, but use it sparingly, because it drains your life.

IT'S MAGIC

Learning magic quickly is important. Try to remember that, in certain cases, offensive magic may be less effective than the defensive or trapping magic. For example, trapping an enemy and then attacking with your sword may dispose of a boss faster.



▲ Here is a pic of most of the magic. There is a fireball, lightning attack, mines, healing, invincibility, and more.



▲ Hadoken! The fireball is weak, but in a tough situation, it'll knock down an enemy. Fire away!



▲ He'll give us a what? Although the game still needs more translation work, some of the mistakes are pretty funny.

BLADE

Marvel's bad-ass vampire hunter hits PlayStation

Based on the popular Marvel comic and serving as a prequel to the 1998 movie which starred Wesley Snipes, *Blade* pits you as the title character — half human, half vampire — out to rid the city of evil vampires and their monstrous henchmen.

Utilizing the *Quake II* for PlayStation engine, the game promises to deliver highly detailed environments and creatures, plus lots of moody, real-time lighting effects. Game engine cinematics will be used to tell the story, which is set before the events of the movie. All told, the game will cover 21 different locations, from museums to sewers.

Blade himself will be armed to the fangs with weaponry designed for their potency against creatures of the night, including silver bullets and UV grenades. Of course, being a martial arts expert, he'll be able to use an array of punches and kicks, not to mention his trademark katana blade. An auto-aiming system will be used, placing an emphasis on learning your enemies' attack patterns over precision shooting. There'll be 34 creature types to combat in all, and Activision is promising a decent amount of environment-based puzzles to break up the action.

Blade's slated for release later this fall. Look for more on the game soon.



▲ Of course, Blade wouldn't be Blade without his, well, blade. Luckily, he'll get to use it — a lot.

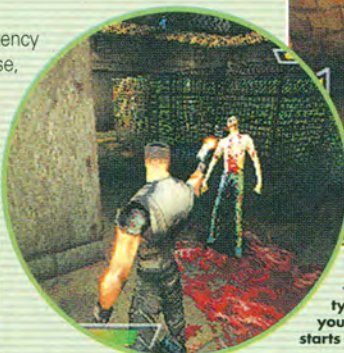


▲ When the action spills over to the streets, these ninja warriors are there to make things difficult for our hero.

▲ Few people realize that Wesley Snipes is short... really, really short.



▲ The action kicks off in the museum, where there are plenty of sword-wielding zombies waiting to taste hot lead.



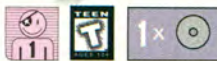
▲ Sewers are usually pretty nasty, but you know you're in trouble when blood starts flowing through it.



▲ Blade may be half vampire, but that doesn't mean he can't take damage.

Publisher THQ
Developer n-Space

Release Date September
Type Action



▲ In true Hollywood tradition, Abbey fires her weapon from a position that guarantees she won't be able to hit a damn thing!



▲ Abbey pulls off a move that's straight out of the pages of the comic book. Not many people can dive through the air, shoot a guard, and look this good at the same time.

DANGER GIRL

Meet the PlayStation's true femme fatales

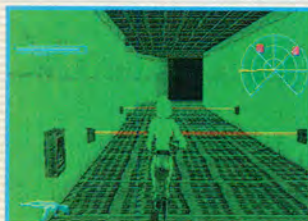
The *Danger Girl* series is well known to comic book fans, but most mainstream gamers haven't heard about it. That's about to change, as THQ is planning to bring the sassy group of female spies to the PlayStation later this year.

The game follows three of the *Danger Girls*: Abbey Chase, Sydney Savage and a new character that will soon be introduced in the comic. Each of the girls have unique weapons and skills, so they're better suited for different types of missions. And with 12 missions in all, they'll end up traveling all over the world in order to stop the villainous Major Maxim.

Danger Girl uses what appears to be a modified version of the 3D *Duke Nukem* engine that n-Space designed, so you can expect the same sort of control scheme and general feel. One of the more interesting additions, that players will notice, are the interactive,

branching cut-scenes. In some instances, you'll be prompted to input certain button combinations. Input them correctly and quickly enough, and you'll be able to change the outcome of the sequence to your benefit. Mess up and you could end up dead or severely wounded. No pressure, though.

Capturing the overall look and feel of the comic books must have been difficult, but it looks like n-Space has done a great job. And since the creators of the comic book (namely J. Scott Campbell) are keeping a watchful eye on the project, we're sure it will end up faithful to their original vision.



▲ Gadgets, like the night vision goggles, can give you a much needed advantage when the lights go out. Also, they can help you to spot traps, like these laser-activated explosives.



▲ Similar to the Quick Timer events in Sega's *Shenmue*, these interactive cutscenes will affect the path that you take through the game. There are multiple outcomes for each one.

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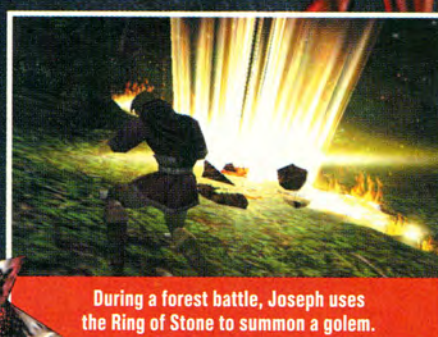
software ETC

Summoner

Learn Your Lesson, Or Lose Your Butt.

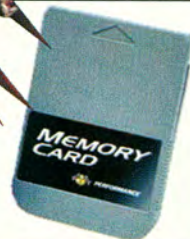


"What do you get when you mix the 3D graphic geniuses at Volition with a roleplaying game with a great storyline? **Summoner**, that's what! The real unique aspect of the game is Joseph. Because he is the **Summoner**, he can do just what his title implies – Summon creatures. He'll be able to bring forth elementals, demons, and a variety of other entities. The trick is that the summoned creature only sticks around for a certain period of time, so if he's too weak to control a nasty demon, the rest of the party could fall to the same fate as his hometown. With an incredible 3D engine and some marvelous innovations in how RPGs look and feel, Volition has a hit on their hands. Just keep drooling in anticipation!" – **DailyRadar.com**



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GT 2000 GRAN TURISMO



"Jump behind the wheel of over 500 amazing cars and get ready for the ride of your life. *Gran Turismo 2000* truly is a visual masterpiece enhanced by the power of the new PlayStation 2 computer entertainment system. And talk about feeling the need for speed! With the Dual Shock 2 analog controller, you feel the power of the game just like you would the acceleration of a real car."

— DailyRadar.com



Machine: PS2 Publisher: Sony
Genre: Racing # of Players: 2
Release date: Fall, 2000



Using the calculation power of the PlayStation 2, the physics model is identical to that of a real car.



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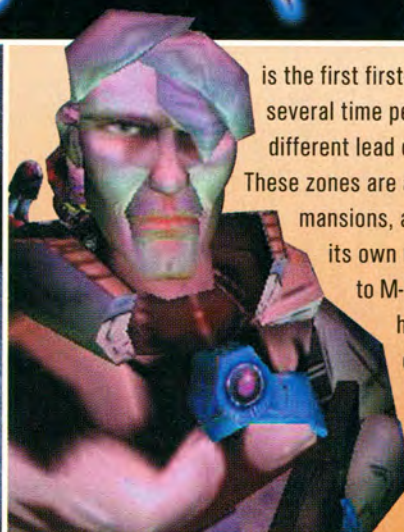
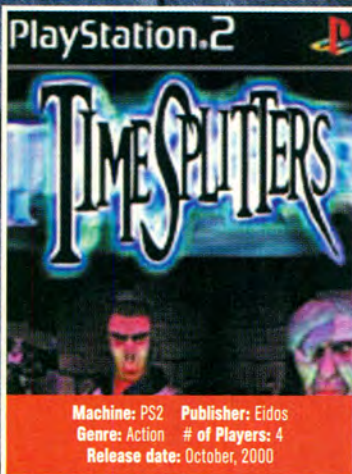
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TIME SPLITTERS

The Good And The Bad Unite To Crush The Ugly.



"Developed by the crators of GoldenEye, **Time Splitters** is the first first-person shooter designed exclusively for PS2. Spanning several time periods from 1935 to 2035, the game casts players as a different lead character (either male or female) in each time zone. These zones are all themed, including ancient Egyptian crypts, haunted mansions, and futuristic city streets. Each time zone will also have its own unique array of period-specific weapons, from chain guns to M-16 rifles. You'll be up against dozens of smoothly -animated, highly detailed enemies at once without so much as a hiccup in frame rate. And, all of the characters, are superbly animated and each have a unique personality. You'll be able to dish out damage with two Magnum pistols at once, just like a John Woo movie!" — **DailyRadar.com**



Free radical promises smooth frame rates even in four player mode.



Players can get into 2 player mode, 3 player mode or 4 player mode matches.



This crew hopes to appeal to your sense of gaming action and your sense of humor.

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Parasite Eve 2

the walkthrough

This game is definitely hard, but don't worry. We have included a complete walkthrough for Parasite Eve 2. We'll tell you how to beat every boss, and solve every puzzle with-

out suffering the loss of any controllers. The first part includes the basic walkthrough of every level. Within this section are Key, Puzzle, and Boss references. These references (in the back of the strategy) tell you how to figure out all of the frustrating secrets. We put them in the back, and out of sight, so that you (the gamers) can choose when you need help. The middle section is a list of items, weapons, armor, and monsters. Included are brief descriptions for each. Good Luck!

◀ Aya's here to help you through the game, but first, you'll have to help her find a shirt to wear. Start looking!

SPOILER ALERT!

Warning! The next six pages contain a complete walkthrough of Parasite Eve 2. Read it at your own risk!

START: The Police Station

Be sure not to skip the practice sessions. Take advantage of the option to accustom yourself to using weapons, magic, and the battle system.

When you've finished practicing, go to the Fire Arms room and buy two Recoveries. Leave Fire Arms and go talk to Pierce in the garage. Get ready to Fight!

Akropolis Plaza — Key Points

- ▶ Enter the map into the GPS unit. The Map is located behind the white naked man statue.
- ▶ The cafeteria keys are located through the glass doors next to the telephone.
- ▶ See Boss 1
- ▶ Go back to the phone, and you'll receive permission to remove items from dead S.W.A.T. Members.
- ▶ Kitchen: go to the cafeteria and pass through the door to the back left. The kitchen is the first door on the left. Check the S.W.A.T. guy and the fridge.
- ▶ Blue Key — See Item 1
- ▶ Enter the power control room (located next to the kitchen) and go to the control panel to the right of the computer. Insert the Blue Key into keyhole "A."
- ▶ Red Key — See Item 2
- ▶ Return to the Control Panel in the Control Room. Insert Red Key in keyhole "B."
- ▶ See Puzzle 1
- ▶ Return to the church and enter the door on the left. Walk behind the statue to the left and pick up the object behind the bomb. This is the "Black Card."
- ▶ Leave the church and go to the bridge (See Puzzle 1).
- ▶ See Boss 2

September 5, 2000, 12:13 Mojave Desert

- ▶ Leaving from Aya's car, go through the large gate. Now go to the Parking Area through another set of large gates to the left. Enter the bathroom from this area (across from the dumpster), and kill the mutated woman. Look at the bloody wall (See Puzzle 2).
- ▶ Return through the gates to the hotel area and go to the small gate in the far right corner (it's next to an ice machine). Walk through the only door there and enter the garage.
- ▶ See Puzzle 3
- ▶ Once you receive hotel key #6, go to room #6 on the second floor. These are your barracks; you can save and store items here.
- ▶ Exit through the back and fight the Bull Monsters (See Puzzle 4).
- ▶ See Key Item 3
- ▶ In the saloon bathroom on the wall is a map of the area. Enter it into the GPS.
- ▶ From the potty, go right into the kitchen. Go all the way to the end and remove the coke magnet (See Puzzle 5, and Key Item 4).
- ▶ Before you go to the well, be sure to grab the rope next to the door to the garage.
- ▶ See Boss 3
- ▶ See Puzzle 6
- ▶ Check out the store for items. Go past the fridges with drinks and go outside through the doors. Check the first room to find a belt pouch. Go to the second room and inspect the bolted dresser (See Key Item 5).
- ▶ See Puzzle 7
- ▶ See Boss 4
- ▶ After you discover the trashed car, go back to Gary Douglas's trailer so that he can lend you his truck. However, you'll need to go find a gas can to fill up the truck (See Key Item 5).
- ▶ See Puzzle 8
- ▶ See Key Item 7
- ▶ See Puzzle 9
- ▶ The loft on the second floor contains the Jerry Can (gas can). The can is at the back of the room. Once you grab it, go left and you'll find a lock. Put in the numbers from the riddles (4487) and get holy water.
- ▶ Go to the beginning of the level and fill the can with gas.
- ▶ After you give Douglas the gas, meet Kyle in the bar.
- ▶ See Boss 5
- ▶ Go down to meet Gary and get the truck key. Go to the trailer to receive the M950. Buy as much as possible, since you can store things in the truck.

Sept. 6, Outskirts of the Mojave Desert, Nevada

- ▶ You'll have to fight a series of bull monsters. Stand on the edge of the cliff without any guard rail at the bottom right part of the area. As soon as they start charging you, run out of the way — the idiots will run right off. However, if you're too slow, they knock you off, killing you. This method is tough, but it saves ammo.
- ▶ To cross the bridge, return to the previous forked area and release the brakes on the trolley. Pick up the oak board and place it over the hole in the bridge.
- ▶ See Puzzle 10, then Boss 6
- ▶ With the second Jumper Plug, return to the room outside Gate 1. Put the new plug in the top hole, and return the other plug to the bottom hole. This opens Gate 2, the entrance next to the motorcycle.
- ▶ See Boss 7
- ▶ Go through the door marked "E-38" and proceed through the South Hall to the Storeroom. You end up at the main corridor of B1. Unlock the gates to the South Elevator Hall and enter the doors on the bottom left corner. This will take you to the armory.
- ▶ See Puzzle 11
- ▶ Go to the Sterilization Room. Enter the left door; there is a phone! Go through the double-doors, and then go down the Elevator to B2. Go to the breeding room, and pass through it. When you are mysteriously hit by something, return to the sterilization room and be sure that your health is at 100%. Once you see the gas, move to the dust chute located next to the entrance. At the "Choice" prompt, select "here goes nothing".

► See Boss 8

► Before you leave, run to the dumping hole and grab the Medicine Wheel. Clear enemies and return to door.

► See Puzzles 12 & 13

► Don't go up elevator. Return to the locked eastern gate in the B4 water supply area. Go through it to Dryfield.

► See Puzzle 14 & Key 8

► In Laboratory, go to the laptop to solve Puzzle 15.

► Go to the Pod Service Gantry. The ARKCAM System is in the far right corner. On the ARKCAM screen, unlock the door to the parking lot, power the lift to the Neo Ark, and turn off the security system (the first, third, and last screens). Go to the main corridor of B2.

► Upon reaching the Shrine, turn left at the "T."

► See Puzzle 16, Boss 9, & Puzzle 17

► Go to the Island and fight Boss 10 in the SubGallery.

► See Puzzle 18

► Enter the Power Plant and destroy the fat thing like the last one, taking out the power. Return to shelter.

► Go to the adjacent elevator as soon as you return to B2. Go to B6 and follow the little girl (Eve) into the room to meet Boss 11.

► When many Golems enter into the room, go to the top right corner of the room and grab the protein. Lead Eve to the lift before the room fills with gas.

► Go back to the Pod Service Gantry in B1. Read Pierce's Memo and call MIST at the Sterilization Room or the parking Lot to inform Jodie of Pierce's situation.

► See Key Items 9 & Puzzle 19

► Move the red car into the Garage and use the Bowman Key to open the Shutter operational Panel. Now, get on the Jeep.

► Kill the Golems, search the bike to obtain Eve's Teddy Bear. Defeat the Red Sword and Shooter pair, and then leave through the east gates.

Dec. 6, Mojave Desert, Nevada

► After receiving items from Flint and Jodie, go buy Tactical Armor and a Grenade Pistol (or M203).

► If Flint is alive, give him the Teddy Bear!

► Check the right panel to open the shutter. Go to the Parking Lot. Once you answer the phone, you can't leave.

► Go to the Golem Freezer to save Pierce.

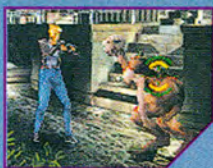
► Go to the Sterilization Room to save the soldier.

► Stop at the station and refill everything. Now go to the Pod Service Gantry.

► Deal with the final Golem.

► See Boss 12, then see FINAL BOSS!

Monsters



▲ **Skull Face:** This guy is definitely a wuss. Take it out with a gun. Remember to squeeze the trigger.



▲ **Opossums:** Weak! Just blast these guys with a gun, but be sure to cure yourself if you get poisoned.



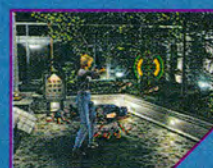
▲ **Bats:** If you encounter a swarm of bats, stand away at a distance and unload with a machine gun.



▲ **Fat Monster:** these guys are super slow. Just blast them a few times, and move around a lot.



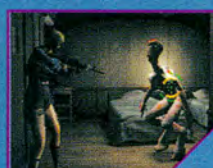
▲ **Green Slug:** Watch out for their jumps. Your gun should dispose of them easily, but if you get surrounded, use Combustion. They're very poisonous!



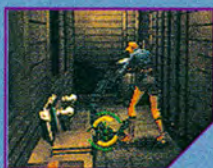
▲ **Moths:** Just blast these guys with your gun. If you get attacked, you'll be poisoned, so be sure to cure yourself or you won't be able to use your gun.



▲ **Bull Creature:** The key to defeating these monsters is patience. Quickly shoot, and then dodge their charge. When they are stunned, attack some more.



▲ **Twisted Wimps:** These twisted guys are wimps! Just keep firing at them. If they get too close, move; otherwise, launch a fireball into their face.



▲ **Scorpions:** These guys attack very slowly, so just shoot a couple of times and move. If you do happen to get surrounded, unleash your combustion attack.



▲ **Mosquitoes:** Don't worry about completely killing them. Just fire enough bullets to knock them out of the air. Kill them on the ground since they are harmless.



▲ **Cloaking Spiders:** These huge, weak spiders are easy to get rid of. Just keep shooting and they can't attack you. They won't even come close.



▲ **Exploding head:** These guys are weak, but if they explode near you after you shoot them, they will inflict damage. Stand at a distance to kill them.



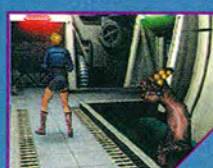
▲ **Little Men:** these things can be vicious in large numbers. Try to fight these at a distance (Aya's car). If too many come too close, blast them with combustion.



▲ **Security Lasers:** Take 'em out one at a time; don't get surrounded by a lot of them. Dodge their attacks and take them out with Aya's rifle.



▲ **Land Flounder:** It doesn't matter how big your gun is or how much ammo you've got. These are impervious to bullets. Take them out with magic.



▲ **Small Seadiver:** Just shoot it as much as possible before it launches an electric ball. Dodge that darn ball and then keep shooting some more.



▲ **Grub:** They are weak, but can jump quite a distance. You don't want to be too close to these things. Just stand far off and shoot.



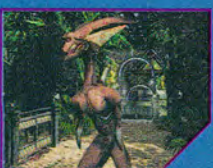
▲ **Torsos and Heads:** These monsters will either run into you, or swipe at you with a claw. Again, stand at a distance and shoot.



▲ **Long Arms:** Although it seems imposing, this monster isn't that big of a deal. Blast at it and keep dodging its fireballs.



▲ **Beetles:** These are annoying little critters. Try to stand back at a distance and waste the ugly brutes with your Combustion.



▲ **Nedry:** They are fast, and strong. Shoot quick and move. If you move a lot, you should be OK.



▲ **Speakers:** they don't attack, but they will drain your MP. Blast them as fast as possible.

guns



▲ **Tonfa Baton:** This can only be used at close range to inflict pain. However, at close range, it is likely you'll also receive a lot of damage.



▲ **M93R:** This is the standard gun. This can hold 20 rounds of 9mm ammunition and shoots in bursts of three. The only negative aspect is its short range.



▲ **MP54S:** This full auto blaster can hold 30 rounds of 9mm ammo, and inflict Darkness with its flashlight. One clip attachment can hold 60 rounds.



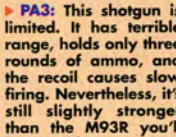
▲ **P08:** Unless you're some kind of rare weapons collector, don't even bother with this gun. It is a waste of BP. You'd be better off with a Super Soaker.



▲ **P229:** This is a single shot weapon that can hold 12 rounds of 9mm bullets. Its range is good, and its flashlight is useful. Once you obtain this gun, use it as your standard weapon until the end.



▲ **M950:** Although this gun has a terrible range, it is fully automatic and can hold 100 rounds of 9mm ammo. It's a decent weapon, as long as your target is close and not moving too fast.



▲ **PA3:** This shotgun is limited. It has terrible range, holds only three rounds of ammo, and the recoil causes slow firing. Nevertheless, it's still slightly stronger than the M93R you'll begin with.



▲ **Magnum:** This weapon is cool. It has good range, and cause a lot of damage, but the recoil makes firing a little slow. It holds six .44 magnum bullets. You'd better be able to hit what you aim at.



▲ **AS12:** Now that's a shotgun! This holds 20 rounds, and has even better range than the PA3. Most importantly, because it has only a little kick, you can shoot this thing quickly.



M4A1 Rifle

Rifles in general are a little stronger than the standard hand guns. The real advantage to these weapons is that they're good for shooting at enemies from a distance. The M4A1 rifle shoots 30 5.56mm bullets in three-bullet bursts. Great range, great power, great weapon. Also, this thing can be equipped with many various parts.

Attachments for the M4A1



▲ **Hammer:** This allows the rifle to shoot single bursts of electricity to inflict damage, as well as stun enemies.



▲ **Clips:** Just one clip allows the M4A1 to hold 60 rounds, and two clips will hold 90 rounds of ammo.



▲ **Bayonet (M9):** Allows you to slash at enemies. No assault rifle is complete without one.



▲ **Pike:** You can shoot a flame for 30 seconds. Good for shooting at multiple enemies, with better range than the hammer.



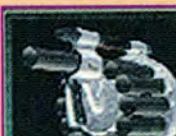
▲ **M203:** This allows you to shoot 40mm grenades. Loading takes about a half second longer than the grenade pistol.



▲ **Javelin:** This shoots laserbeams. Although it allows 60 shots, and has great range, it makes the M4A1 extremely top-heavy.



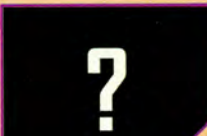
▲ **Grenade Pistol:** This pistol is super strong and has a long range, but can only hold one round. This gun is useful against bosses and other strong enemies. The grenade pistol is best used in conjunction with magic; first shoot the grenade, then use magic.



▲ **40mm Launcher:** The ultimate grenade launcher. This semi-automatic weapon has good range, and holds 12 grenades. When you get into a hot firefight with evil, sick, twisted mutants, this is the baby you're gonna want to be packing. Come and get it!



▲ **Hypervelocity:** This is a rail gun that holds 100 rounds. Although this is super strong, and has great range, it takes three seconds to charge and has a huge kick. Also, its tremendous weight prevents accurate aiming. This gun is available only after game is completed.



▲ **Gunblade:** This is exactly like Squall's gunblade. This cool weapon causes serious damage if you fire the weapon at the same time that you slash your enemy. As a gun, it is similar to the SP12. Again, this weapon is available only after you complete the game.

Armor



▲ **Assault Jumper:** This adds 10 MP and resists poison. This holds up to five attachments.



▲ **M249:** Although not quite as versatile as the M4A1, this rifle can hold 200 rounds of 5.56mm bullets, and fires continuously.



▲ **Tactical Vest:** This adds 50 HP, and 10 MP. This vest can hold seven attachments, and features quick fire, and HP recovery. Plus, it's really very stylish...



▲ **Turtle Vest:** This will add five HP, and 20 MP. It also features MP recovery, and resists paralysis, but it only permits Aya to have three attachments.



▲ **Combat Armor:** This armor adds 40 HP and 10 MP, features a motion detector and Silence resistance, and allows five attachments.



▲ **Shoulder holster:** You'll probably want to avoid this thing altogether. Although it adds 20 MP, it only features quick fire and four attachments.



▲ **Chicken Plate:** This adds 60 HP to Aya's life, and up to five attachments. Although it won't enhance your MP, it does feature Impact resistance, and HP recovery.



▲ **PASGT Vest:** This vest adds 20 HP to your life, and allows six attachments. It features Poison resistance and HP recovery.



▲ **EOD Suit:** This suit adds a whopping 100 HP to your life, and features Impact and Paralysis resistance, but it provides room for only 5 attachments.



▲ **NBC Suit:** This is a good all round suit. It allows six attachments, and adds 20 HP and MP. It also features Poison and Paralysis resistance.



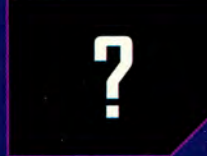
▲ **Psycho Suit:** This is a good suit for situations when lots of magic is needed. It increases Aya's MP by 50. Besides, you know it's just got to look cool!



▲ **Tactical Armor:** This features a Motion detector, a Medical Inspection, and a total of eight attachments. It increases Aya's HP 60 points, and MP 30 points.



▲ **Aya Special:** This Suit increases HP 30 points, and MP 50 points. Its seven attachments, and Quick Fire and MP Recovery features make it great armor.



▲ **Monk Robe:** This is the best suit for magic. It adds 100 MP, and allows 10 attachments. It also features MP Generation and MP Recovery.



Magic List

DE LIST	EXP	218	MP	79 / 79
FIRE				
Pyrokinesis	lv. 3			
Combustion	lv. 3			
Inferno	lv. 3			
WATER				
Metabolism	lv. 3			
Healing	lv. 3			
Life drain	lv. 1			
EARTH				
Necrosis	lv. 3			
Plasma	lv. 3			
Apobiosis	lv. 3			
Antibody	lv. 3			
Energy shot	lv. 3			
Energy ball	lv. 3			
Flattens all targets in the surrounding area.		Casting Cost 4		

Pyrokinesis: Although this fireball packs a punch, it is only a single shot. This is good for tough enemies.

Combustion: It is a little weaker than the fireball, but it attacks multiple enemies around you.

Inferno: This magic will toast everything in the room.

Metabolism: Cures and prevents abnormal effects.

Healing: Replenishes your health.

Life drain: Drains life away from enemies and gives it to you. You can drain from multiple enemies at once.

Necrosis: Shoots a ball of electricity. Similar to fireball.

Plasma: Energy explosion that knocks down multiple enemies. Attack quickly while they're stunned.

Apobiosis: This paralyzes nearby enemies. Again, take advantage of the enemies' paralysis.

Antibody: Reduces damage taken by about 50%.

Energy Shot: Increases the power of your weapons. Try using it on the grenade pistol for a powerful punch.

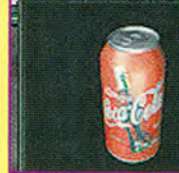
Energy Ball: This creates a light around Aya that damages all enemies who touch her.

GENERAL ITEMS



Recovery 1, 2, 3: replenishes HP.

MP Recovery 1,2,3: replenishes MP



Cola: Replenishes a little HP and MP.

Medipak: completely recovers HP, MP.



Protein: Increases Max HP +5, and completely replenishes HP and MP.

Lipstick: Increases Max MP +1.



Penicillin: cures darkness, paralysis, and poison.

Stim: cures silence, berserker, confusion.



Combat Light: Invokes darkness

Flare: Invokes darkness



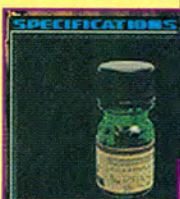
Pepper Spray: Invokes paralysis.

Woven Ring: Invokes Necrosis



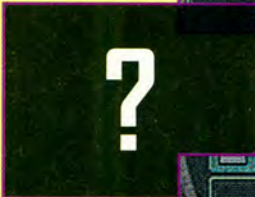
Charm: Invokes Energy Shot.

Skull Crystals: Invokes Combustion



Holy Water: invokes metabolism.

Ringers Solution: Completely replenishes MP and HP.



Ammunition Box: These boxes are located in every level. Make sure you always know where they're located. Although this ammunition is the weakest, it is free, and you can hold 500 rounds.



Hunter Goggles: Resists Darkness.



GPS: When attached, this can be used as a motion detector.

KEY ITEMS



▲ **Blue Key:** Located in the back room of the cafeteria in a box hanging on the right side of the wall. This key will activate the escalator for you.



▲ **Red Key:** This is located in the church on the floor. This will drain the fountain; make sure you check the fountain and discover the dead S.W.A.T. Member.



▲ **Monkey Wrench:** Find the bolts, return to Douglas's trailer and get permission to use a Monkey Wrench. It's in the garage, on the shelf across the room from the truck.



▲ **Lobby Key:** Gary will provide you with the Lobby Key. The lobby is through the blue double doors located in the parking area.



▲ **Saloon Key:** Make sure that after you meet Madigan at the top of the tower, you obtain the key from the corpse at the very top. This key opens the saloon, which is actually called "Gene and Roy's Restaurant." To get there, walk away from the stairs in the Parking Area.



▲ **Factory Key:** A Key is in the vent next to intercom: See Puzzle 5.

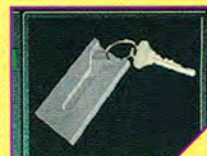


▲ **Bowman's Card:** Go back to the water area, and get in the elevator we told you not to use. Go to the Sleeping Quarters on B1, get the Bowman Card, and exit through the other door. Fight the monster, and open the locked corridors to the east of the area. Head back to B2.



▲ **Bronco Master Key:** This opens up the doors to all of the other rooms. Go kill every single one of the monsters and pillage the rooms.

► **Car Key:** In the Parking Lot, check the operation panel next to the Garage to receive the Electric Car Key.



Puzzle Solutions

1. Across from the control panel on the wall is a call board holding a paper marked with musical scores and corresponding numbers. The scores without numbers correspond to 561. This number is important for crossing the steel bridge later. Enter 561 at the bridge.
2. Look at the paper next to the blood stain on the wall. This is the first of a series of four riddles that open up a lock a later on. The answer to this riddle is 4.
3. In the garage, go to the front of the car. Directly to the left is a power panel. Turn it on. Now go to the car control panel on the other side of the gate; it's the white square with a bright yellow light flashing on it. First, press up, turn, and then down. Second, pass the gate and take an immediate left towards a bright red button; press it. Third, open the gate next to the button. Finally, return the car to its initial position. Finally, pass through the gate you just opened and pass through the shutter (the big silver door).
4. Go around the fence to the power box and raise the lever to open the gate. Kill the bull monsters first. If the gate closes before you kill everything, repeat the process. Once within the fence, you only have to kill a couple more bull monsters.
5. Exit out the other door from the kitchen; this will take you to the tower area. Go left and enter through the

small gate. Talk to Douglas through the intercom. To the bottom-left of the door is a little vent, which contains a key. Use the magnet to drag the key to the opening. This key opens the door in front of you. Go meet Douglas.

6. Switch on the lights on the walls at the end of each hall. Go into the cellar and walk behind the barrels. Look in the crate. Now, return to the cellar light switch and turn it off. Return to the crate inside of the cellar and look at the piece of paper to the bottom right. This is the second riddle. The answer is four.

7. After you unbolt the dresser, the third riddle is at the end of the room away from the window. The answer to the riddle is eight.

8. You have to open up the cash register here to get the Bronco key. The note is on the notice board behind the register. The code is the ages of Doc Holiday and Wyatt Earp at Tombstone. The picture at the entrance put Earp and Holiday at Tombstone in 1881. Now go to Room 2 to find Earp's age. Since Holiday is 30 and Earp is 33, the code for the register is 3033.

9. The final riddle is in room 4. The answer to this one is 7.

10. Look at the panel across from the ammo box. Take the Jumper Plug in the bottom hole, and place it into the second one from the top. Turn on the power to open Gate 1.

11. Use the Black Card from the

Akropolis Tower through the Slot Reader beside the locked Gate. This will provide you access to unlimited PB, HB, and PS. Also, remember to unlock the door to the storeroom (this is a short-cut for later on).

12. You need to return to B2. Go down the stairs to B4. Climb the ladder and read the message. Walk to the blue panel, counting the number of steps. The answer is 18.

13. Skip the gate on the right and proceed to the second ladder and the next hint. Go to the panel next to the ladder you can't climb and enter the date (15) to open the gate.

14. Follow the dog, save Pierce, and get the SUV KEY (located in the same area as Aya's car) Get the Ice Bag at the ice machine, fill it with ice, and return to Pierce. Ice him down three times. Now, return to the B2 of the shelter.

15. After you go to the white board, return to the Sleeping Quarters. Yoshida's bed is to the right of the main door where you can find the magazine. The computer code is A3EILM2S2Y. After you input this into the computer, choose "D." You will be asked multiple choice questions. The answers are: Mitochondria, ATP, Crustacean, H. Klaup, Melissa Pearce, FBI, Mojave Desert, Dryfield, Mitochondria Eve, Maternal gene, Vector.

16. Exiting from the door of the shrine, you'll find the hint for the puzzle on a wall. Work with one color of panels at a

time. Place one color of panels along its corresponding line; also, put the symbols in the order matching the hint. To complete any puzzle, the bottom right space must be vacant. The yellow panels will release three monsters; the blue panels will open a tomb to the right side of the T; the red panels will unlock the door to the power plant.

17. Go through the Garden to the Pyramid (the gate to the left is locked). Check the stone panel at the base of the stairs and look at the organization of the symbols from a clockwise direction. The symbols correspond to digits: one dot equals 1, and one bar equals 5. So, a bar with a dot would be expressed as 6. Turn the plate until the patterns match. Climb the Pyramid and do the correct steps: blue 6, white 2, red 3, yellow 5 (the hint is at the Pavilion next to the escalator). Pull the lever.

18. Return to the Pyramid and take note of the hint to the right of the stairs. Raise the lever, return to the island. Look at the hint next to the Power Plant doors. The numbers next to the colors dictate the order of the colors. For example, since red has a 22 next to it, it is first. Now return to the Pyramid and enter the code: Red, Yellow, Blue, White, Blue, White, Red, Yellow, White, Blue, Yellow, Red. The western door of the Power Plant will unlock.

19. Check the panel again and push Blue, yellow, call to get the car, then push red, green, yellow, and call to get a Belt Pouch.

BOSSSES



▲ **BOSS 1:** Monster Patron. This guy is dumb. Turn and run to farthest table in right corner. If you're quick enough, the monster will get stuck behind the table. Now blast it! When it is dead, make sure you grab the "implant". Stand over the monster and press "X."



▲ **BOSS 2:** This guy has a few tricks up his sleeve. Before you fight him, make sure you attach as many MP Recoveries as you can, and fill the rest with Recoveries. When you first fight him, blast him with as much magic as possible. Stand just behind each circuit breaker you pass. Then when the boss is right next to the circuit, blast the wiring. This will shock him. Then on the last circuit, make sure you shock him, as well as blast steam on him by busting the steam pipe next to the circuit. If you do this, he should be dead. However, one or two more magic attacks may be necessary. Just make sure you kill him before he attacks you in the corner, otherwise you'll die in one hit.

▼ **BOSS 3:** Cloaking Spider. Although this thing is a pain, and tough at times, there is an easy way to defeat it. Use plasma magic to knock it off the ceiling, and pummel it with your weapon. Just in case though, be sure to have lots of MP and HP recovery attached.



► **BOSS 4:** This is the same guy from the Acropolis Plaza, but he fights a little differently here. Fortunately, he's a little easier. Get in one corner of the room and shoot at him. Before he comes too close to Aya, run to the other corner. Repeat the process and he shouldn't touch you at all. Don't use any magic; it is a waste.



▲ **BOSS 5:** This mutated elephant is tough, so make sure you attach plenty of MP and HP recovery, and bullets. In the beginning, immediately run to the corner (between room 6 and the loft). Use antibody and energy shot magic and begin blasting away. When it shoots fire at you, run to other end until he stops shooting fire. Also, if you are absolutely in the corner, it cannot grab you; but, if it does, just smash the attack button as fast as possible to break his grab. If you kill this thing, you'll save the dog, which affects later events.



▲ **BOSS 8:** Like King Bull, you'll have to fight this hungry hippo twice. Stand far away from this creature in the beginning, so that when it sucks things up, Aya won't be a part of its lunch. If you use grenades, shoot and continue to run away from its mouth until it stops. Reload and shoot again. Repeat the process until it is dead. If you use any guns, be sure that Aya doesn't shoot too close to the monster's mouth. The second time around, conserving your ammo is important. Run through the hall until you reach a small indentation in the wall. Step on the switch which will activate the lift. Once the lift is up, lead the monster onto the lift by firing a couple of shots at it. Step on the switch on the opposite side when the monster falls into the lift. Squashhhh!



▲ **BOSS 11:** This huge boss can easily be taken down with grenades. First, take out the speakers. Then, blast it with grenades (or with the M4A1 if necessary) as it charges up. Evading the beast's lasers and fireballs may be easy, but its combustion magic is tough to dodge. However, if you run into it just before it casts combustion, Aya will be knocked down by its Antibody magic. While she is on the ground recovering, she will not take any damage from the monster. Yipeeee!



▲ **BOSS 6:** The king bull. This thing isn't so tough. There are two ways to beat this boss. The tricky way requires Aya to blast the oil barrels as the king bull passes them; if timed correctly, a couple of these blasts will put it out. If you fail at this method, use the grenade pistol to kill it. Run in the direction that the king bull is running. When it stops, it will face Aya and try to pounce her. But if you are constantly running, it should miss. When it misses, shoot! When it revives, it'll be faster and poisonous, but using the same strategy as before should end its life.



▲ **BOSS 9:** Don't worry! The creature won't attack you. Go behind it and destroy the energy supplier. Now kill the monster.



▲ **BOSS 7:** Although this second cloaking spider is a little tougher than the first, using the same method will work well (see boss 3).



▲ **BOSS 10:** The "Seadiver" is similar to the smaller versions, but shoots a much larger bolt of electricity. Just avoid its attack and blast it with Firefly shells. Also, the bullet power-up magic to dispose of this monster quicker. Be sure to get the Skull Crystal.

?

▲ **FINAL BOSS:** Eve is even stronger this time around. Be sure to constantly cast Antibody. Also, use either the magnum or the Grenade launcher throughout the fight.

?

► **BOSS 12:** This super monster has lots of parts. The most efficient way to take this thing out is to cast Antibody and hit the head. Once the core is open, it will be tough — one hit and you're dead. Simply blast it as much as possible with all that you have, then cast life drain (or heal) when your HP gets below 50. Oh yeah, be sure to continue casting Antibody.

Hints for the Final Boss

► If Eve does her "sparkle" magic, the monster will move towards her last position. Run to the sides of the bridge to avoid it. Return to the top of the bridge. Listen to the sound of the magic and repeat.

► When Eve flies up, she will either crash in the middle of the bridge or shoot Aya with colorful balls. If Eve crashes into the bridge, make sure you're not on it. When Eve is recovering, blast her and reload. If she does the ball shooter, cast Metabolism as soon as Eve appears next to Aya. This will leave Aya unaffected. Blast at Eve, recover, and reload.

► Chant: if the screen starts to look wavy, cast Life Drain or fire a couple shots to break the attack. It's important not to get hit very much during a chant, since you will probably be unable to cast Antibody.

► If Eve directly attacks you, just dodge it and fire after Eve hits the wall.

► A silhouette that resembles Eve will appear and slash at Aya. If Aya is hit, she will be paralyzed. Fire at it fast, and get out of the way. Don't forget about Eve!

► Once you draw blood, continue the pattern, but also use Life Drain.



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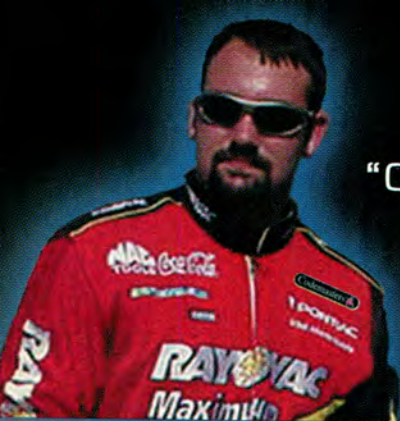


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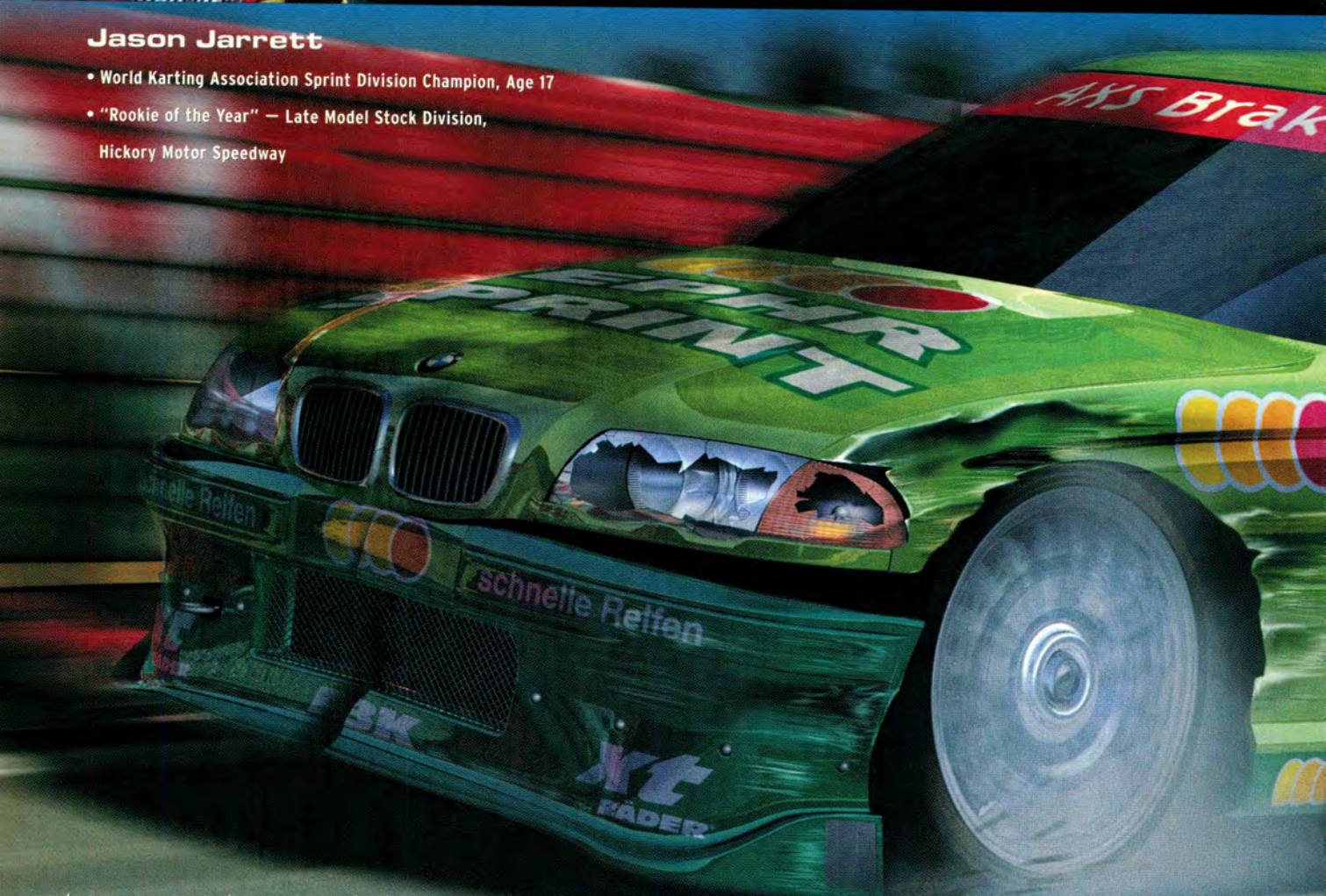
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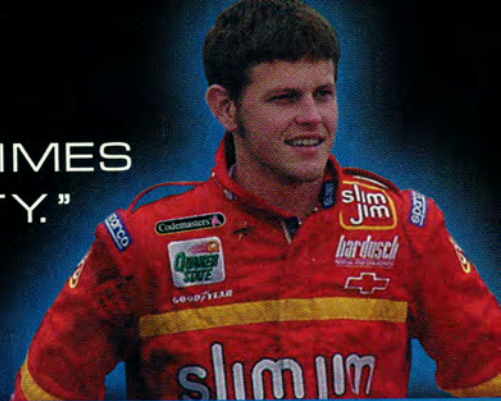


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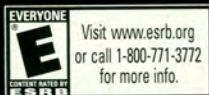
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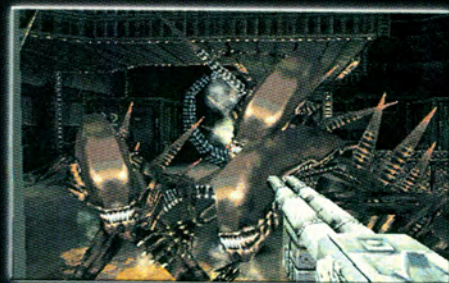
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code fix of the month

Every month there's usually at least one code in Code Junkies that totally blows open a game or increases the fun factor of a title to another level. Each month we pull out those exceptional codes and cheat gems and award them with the dubious honor of Code Fix Of The Month. Look here for the hottest of the hot codes for the best games each month.

N. Gen Racing Arcade and N. Gen Mode Cheats

Everything to check out in *N. Gen* is now accessible within one or two minutes after starting the game, thanks to some new cheats. All the following cheats are entered at the Main Menu, where you select the different modes, although different cheats only work for specific modes. After you enter a cheat, you will get no confirmation sound or message to let you know you entered it right. The only way to tell is to actually enter the correct mode you entered the cheats for and look for the effects.



◀ All the cheats are entered at the Main Menu. Unfortunately, since there's no chime or sound effect to inform you that the code was entered correctly, you'll have to enter the mode you selected and watch for the effects.

CHEAT	EFFECT
R1, L1, R1, R2, L2, R2, L2, L1	Unlock all Championships, Courses & planes In Arcade Mode, plus all Permits in N. Gen Mode
R1, R2, L1, L2, L2, L1, R2, R1	Bonus Jets In N. Gen Mode
R2, L2, R2, L1, R2, R1, R2, L1	400 Million Credits In N. Gen Mode



▲ After you enter the code to unlock everything in Arcade Mode and all the Permits in N. Gen Mode, enter your preferred mode and you'll have access to everything that you normally have to unlock by playing the game.



▲ The bonus planes have the best stats of any aircraft in the entire game. Too bad there's no way to use them in Arcade Mode.

◀ Once you enter the 400 Million credits cheat, you'll be able to buy any aircraft you want!

Jackie Chan: Stunt Master Level Select And Bonus Movie

We've finally found some codes for Jackie Chan's videogame debut, *Jackie Chan: Stunt Master*. They're pretty decent cheats, which should breathe some new life into the game if you haven't already beaten it. Both cheats are entered at the Title screen with the "Press Start Button" message at the bottom of the screen.



EFFECT	CHEAT
Level Select	L2 □ △ ○ X R2 R2
Bonus Movie	+ + R1 □ □ △ △



► If you entered the code correctly, a new Bonus Movie option will appear where "Press Start Button" was. To see the bonus movie, you just press the X button. The movie is actually an interview with Jackie about the game.



◀ Both cheats are entered at the Title screen.

◀ After you enter the Level Select cheat on the Title screen, you will hear a noise if entered correctly. When you start the game, all areas will be open for you to try.

Who Wants To Be A Millionaire New Names

We don't have any cheats that will make you a millionaire automatically or any other codes that will let you cheat at this game, but we do have a couple of funny little tricks to check out. By entering one of the following as your name, Regis will make a comment and then rename you.

Enter Your Name

REGIS

Scroll Alphabetically Move Cursor

Press X to Accept

Enter either Regis or Millionaire as a name at the name entry screen to get Regis to rename you.

ENTER NAME AS RENAMED TO

REGIS WANNABE

MILLIONAIRE DREAMER

NCAA Football 2001

Just like last year's *NCAA Football*, you can make a fool of yourself in the endzone when you score by doing the following. Before entering the endzone, press hold **L1 + L2** and then, once you have scored a touchdown, press one of the following buttons repeatedly. Your player will then dance all around depending on the button you press.

Celebration	Button To Tap Repeatedly

Heisman Pose	X
Ball Spike	O
Muscle Flexing	□
Back Flip	△
Spin The Ball	R

Muppet Race Mania

Unlock Everything, Even The Secret Courses

This cute little cart racer isn't that bad. In fact, if you're a fan of the *Muppets* (and who isn't), then you'll just love the game. But unless you can unlock everything, you'll be missing out on some great characters, vehicles and courses in the game. We've got the complete list of cheats that will allow you to unlock absolutely every thing there is to see in the game. All of the cheats are entered at the Title screen, where all the Muppets drive over and around the game's logo. When entered correctly, the cheat's name will be displayed at the top of the screen. Keep in mind that we tested the cheats on a pre-shipped version of the game and that they may not work.



◀ All the cheats are entered at the Title Screen where you press **START**. When a cheat is entered correctly, its name will appear at the top of the screen.

Effect	Cheat
--------	-------

	Swamp
All Tracks, Vehicles And Characters	△ ○ □ △ X △ △ X ○
Studio Track	□ □ ○ X ○ ○ □ □
Arches Track	□ X ○ □ △ X ○ △
Fraggle Rock	X ○ X □ X ○ △ X X
End Courses	○ △ X X X ○ X X



◀ Once you unlock all the characters, it will be tough to pick a favorite.



► **Fraggle Rock** was totally cool back in the day and it's awesome to see a track with a Fraggle theme hidden in the game!

Street Fighter EX2 Plus Alpha

Just last issue we ran some codes for this latest *SF EX* game, but as it turns out, there were a few we missed. We've decided to run the cheats from last issue in case you missed them the first time, but the new cheats are where the action's at, including one that will unlock all the characters in the game.

Unlock All Characters

You never have to waste your time playing through the game to unlock hidden characters ever again! Now all you have to do is enter the following cheat to be able to play as any character in the entire game right from the start. At the Main Menu, highlight the Bonus option and press SELECT twice, then highlight the Director option and press SELECT four times, highlight Practice and press SELECT once and then finally highlight Arcade and press SELECT five times. When you're successful, you'll get a message that appears in the middle of the screen.



▲ With all the hidden characters now available by using a single code, there is little reason to try beating the game

To play some more Bonus Games, all you have to do is enter the following cheat and then enter the Bonus Game option found on the Main Menu. To enter the cheat, highlight the Bonus Game option on the Main Menu and press SELECT five times, highlight Option and press SELECT three times, highlight Versus and press SELECT once and then highlight Director and press SELECT twice. A message will be displayed when you get it right.



▲ Enter all the codes at the Main Menu.



◀ In the Satellite Fall bonus game, it's you versus a falling satellite. The point is to kick and punch it until it's destroyed while dodging meteors within a time limit.

Vs. Bison II Hidden Bonus Game

This cheat unlocks a hidden bonus game where you have to fight the second version of Bison that you meet at the end of the game. The game consists of you picking a character and then trying to last as long as you can against the fearsome Bison. To unlock the Vs. Bison II game, go to the Main Menu and highlight

the Bonus Game option and press SELECT 13 times, highlight Director and press SELECT four times and then highlight Bonus Game again and press SELECT 13 times. When done correctly, a message will appear. To play the Vs. Bison II bonus game, just select it from the Bonus Game screen.



◀ In the Vs. Bison II, it's you against a really powerful version of Bison. You have to last as long as possible for a score; a fun diversion from the regular game.

Samples In Maniac Mode

This cheat is pretty useless until you unlock the Maniac Mode and unfortunately, we haven't come across a good code to open it. You can open the mode in the meantime by playing the game. Simply complete Bison's combo set in the Practice Mode. Once you get Maniac Mode unlocked, all you have to do to be able to use samples in the mode is to highlight Practice at the Main Menu and press
SELECT + SELECT + SELECT + SELECT +
SELECT + SELECT + SELECT + SELECT +
SELECT + SELECT.



◀ When you enter the code correctly, this message will be displayed, but to actually play using the samples in Maniac Mode, you have to unlock the Maniac Mode.

Legend Of Mana

With an RPG the size of *Legend Of Mana*, it's no surprise that there are some secrets to discover and some tricks to try. Some will unlock mini-games, while others will give you new powerful items. There's even a Chocobo to unlock! Enjoy.

Rename Items

Personalize your weapons and armor by clicking twice on the name of a weapon or piece of armor in your inventory menu.

Get The Chocobo

To make this trick work, you need to first have a memory card with your *Legend Of Mana* save and a *Final Fantasy VIII* save on it. Once you've got your *Final Fantasy VIII* save, head to Domina, to the empty house in the center of town and access your



Even Rachel doesn't know all of the secrets that *Legend of Mana* has in it!

Strider 2

Unlock A Few Secrets

Besides some cool GameShark codes, there aren't really any real cheat codes for *Strider 2* or the original *Strider*. It shouldn't matter, though, since you get infinite continues automatically and you can go in and adjust all the settings to make the game super easy. There are a few secrets to open up as you beat both discs. You will get a message whenever a secret is revealed at the end of the game and you'll be able to save it to a memory card.

Original Strider Chest Mode

Once you beat the original *Strider*, you will unlock a couple new selections in the Options Menu, like a Stage Select that will let you go back and play any level from the game and a new Player Set-Up option that will let you adjust a variety of things, like costume color, amount of life bars and the ability to permanently power up Hiryu's weapon.

Unlock Hien In Strider 2

If you've already beaten the game, then you will have noticed that you unlock a new character, Hien. This cat's the second to last boss in the game and comes with a homing sword that gives huge amounts of damage to enemies it hits. He cannot use the Boost power-up, though. Beating the game with this guy is even easier than using Hiryu.



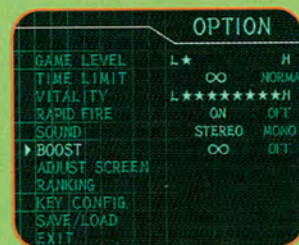
◀ To use Hien after you unlock him, start a new game and you will be given the choice between the two characters.



◀ Hien is awesome. He's far more powerful and can hit enemies from afar. If you're going for a speed record, choose Hien.

Unlock Unlimited Boost In Strider 2

To unlock a new Unlimited Boost option that will allow Hiryu to use the Boost power that lets him shoot homing swords constantly throughout a game, just beat the game using the bonus character, Hien.



◀ The new Unlimited Boost option will appear in the Options menu and turning it on is a snap.

UNLOCK STAGE 00

This one is even alluded to in the instruction manual. To unlock a special hidden level in *Strider 2* called Stage 00, you must successfully complete both original *Strider* and *Strider 2*.

memory card with the current information for your main character. Now highlight the *Final Fantasy VIII* save and then exit the house. Head to the outskirts of town to catch a monster egg. If you did the trick right, the egg will hatch a Chocobo which will be much stronger than any of the monsters you can normally get.

Really Strong Sword

To get a really strong sword, you need to have an old Square game save; this time for *SaGa Frontier II*. Again, go to Domina and to the empty house in the center of town. Look through the saved files on the memory card with the current information for your main character and highlight a saved file from *SaGa Frontier II*. Now go over to the Bone Fortress and enter the Ribcage Hallway. Talk to the skeletons to battle Deathbringer II. Kill him and your reward will be the strongest sword from *SaGa Frontier*.

The Fastest Wheel

For this trick, you'll need a save from *Chocobo Racing*

on the same memory card you're using to save *Legend Of Mana*. Head to Domina and enter the empty house in the middle of town. Access your memory card and highlight the Chocobo save, then exit. Now go to Polpota Harbor and hook up with Skippie. He'll give you a ring item called The Fastest Wheel. For this to work, you have to have finished the Catchin' Lilepeas quest.

Landbopper Mini-Game

To play the Landbopper Mini-Game, which plays a lot like Whack-A-Mole, place nine lands so that the entire screen is full of them. Put them all into view and hold L1 for about five seconds to start this mini-game.



Shadow-Zero Mini-Game

To play the Shadow Zero Mini-Game, you must first finish the Teardrop Stone quest, then enter the bar in Domina on Salamander Day and talk to Shadow Zero, which will trigger the start of the mini-game.

tip lines

Need help on a game? Then call the people who made it. For your convenience, we've gathered the following list of tip lines for PlayStation game publishers. Most of the numbers are 900 toll calls, so be warned—they will cost you. If you are under 18, you should get permission from whoever pays the phone bill before calling. Also, we don't maintain any of these lines (other than our own), so we aren't responsible for the information available on them.

Acclaim	(516) 759-7800
Accolade	(900) 454-HINT
Activision	(900) 680-HINT
American Technos	(408) 453-9828
ASC Games	(203) 655-0032
Ascii	(900) 288-2724
Atlus Software	(714) 852-2351
Bandai	(310) 926-0947
Capcom	(900) 680-2583
Crystal Dynamics	(900) 737-4767
Data East	(900) 454-5435
Eidos	(900) 773-4367
Electronic Arts	(900) 288-4468
Fox Interactive	(900) 225-5436
GT Interactive	(970) 522-1797
Hot-B	(415) 568-9501
Interplay	(714) 553-6655
Jaleco	(847) 215-1811
KOEI	(415) 348-0500
Kokopeli	(900) 370-HINT
Konami	(900) 896-4468
Lucas Arts	(900) 740-JEDI
Maxis	(510) 933-5630
Microprose	(900) 773-HINT
Midway/Williams	(903) 874-5092
Mindscape	(900) 737-4468
Namco	(900) 737-2262
Ocean	(408) 289-1200
Playmates	(714) 428-2112
Psygnosis	(900) 976-4468
Ready Soft	(905) 475-4801
Sony CEA	(900) 933-7669
Sierra	(900) 370-5583
Spectrum Holobyte	(800)695-GAME
Square Soft	(900)407-KLUE
Strategic Simulations	(408) 737-6800
Technos	(408) 453-9828
Tecmo	(310) 787-2900
THQ	(900) 370-HINT
Time Warner	(408) 473-9495
Trimark	(310) 392-3243
Ubi Soft	(800)UBI-SOFT
Viacom	(303) 739-4019
Virgin	(900) 288-4744

game shark codes

FIFA 2000

Home Team 0 Points	800325140000
Home Team 20 Points	800325140014
Away Team 0 Points	800325180000
Away Team 20 Points	800325180014

JACKIE CHAN STUNTMASTER

Infinite Health	80128fb400c8
Extra Red Dragons	d00e72300000
	800e72300900

KNOCKOUT KINGS 2000

Infinite Creation Points	800c56980064
Infinite Health P1	8001dabc082b
	8001dabc0277
	8001dac61420
Infinite Health P2	8001dabc082b
	8001dabc0277
	8001dac61020
Infinite Stamina P1	8002184c1000
	8002184e3221
	800218521020
Infinite Stamina P2	8002184c1000
	8002184e3221
	800218521420

KURT WARNER'S ARENA FOOTBALL

Show Field Goal %	8018f728 0001
Show Hang Time	8018f700 0001
Hide Audible Names	8018f7c0 0001
Big Football	8018f6f8 0001
All Videos Unlocked	8018f66b 0001
All Videos Unlocked	8018f66c 0101
Team 1 Always Charged Up	801c8ec0 0001
Team 1 Never Charged Up	801c8ec0 0000
Team 2 Always Charged Up	801c8ec4 0001
Team 2 Never Charged Up	801c8ec4 0000
P1 Infinite Turbo	801c8f32 0064

LEGEND OF DRAGON

Dart:Infinite HP	800BAEFC1770
Dart:Infinite M	800BAEFE03E7
Dart:Infinite SP	800BAF0003E7
Dart:Max Level	300BAF06003C
Dart:Max Drgn Level	300BAF070032
Dart:Quick LVL Gain	800BAEF4FFFF
Lavitz:Infinite HP	800BAF281770
Lavitz:Infinite MP	800BAF2A03E7
Lavitz:Infinite SP	800BAF2C03E7
Lavitz:Max Drgn Level	300BAF330032
Lavitz:Max Level	300BAF32003C
Lavitz:Quick LVL Gain	800BAF20FFFF
Shana:Infinite HP	800BAF541770
Shana:Infinite MP	800BAF5603E7
Shana:Infinite SP	800BAF5803E7
Shana:Max Drgn Level	300BAF5E0032
Shana:Max Level	300BAF5F003C
Shana:Quick LVL Gain	800BAF4CFFFF
P.Albert:Infinite HP	800BAFD81770
P.Albert:Infinite MP	800BAFDA03E7
P.Albert:Infinite SP	800BAFDC03E7
P.Albert:Quick LVL Gain	800BAFD0FFFF
P.Albert:Max Level	300BAFE2003C
P.Albert:Max Drgn LVL	300BAFE30032
Haschel:Infinite HP	800BAFAC1770
Haschel:Infinite MP	800BAFAE03E7

Haschel:Infinite SP	800BAFB003E7
Haschel:Quick LVL Gain	800BAFA4FFFF
Haschel:Max Level	300BAFB6003C
Haschel:Max Drgn LVL	300BAFB70032
Meru:Infinite HP	800BB004 1770
Meru:Infinite MP	800BB006 03E7
Meru:Infinite SP	800BB00803E7
Meru:Quick LVL Gain	800BAFFCFFFF
Meru:Max Level	300BB00E 003C
Meru:Max Drgn LVL	300BB00F0032
Miranda:Infinite HP	800BB05C1770
Miranda:Infinite MP	800BB05E03E7
Miranda:Infinite SP	800BB06003E7
Miranda:Quick LVL Gain	800BB054FFFF
Miranda:Max Level	300BB066003C
Miranda:Max Drgn LVL	300BB0670032
Kongol:Infinite HP	800BB0301770
Kongol:Infinite MP	800BB03203E7
Kongol:Infinite SP	800BB03403E7
Kongol:Quick LVL Gain	800BB028FFFF
Kongol:Max Level	300BB03A003C
Kongol:Max Drgn LVL	300BB03B0032
Rose:Infinite HP	800BAF801770
Rose:Infinite MP	800BAF8203E7
Rose:Infinite SP	800BAF8403E7
Rose:Max Level	300BAF8A003C
Rose:Quick Level Gain	800BAF78FFFF
Rose:Max Drgn Level	300BAF8B0032
Have All Items(everyone)	5000ff010001
	300badb00000
Max Money(everyone)	800BAC5C05F5
	800BAC5EE0FF
Save Anywhere(everyone)	800A3680001
Have All Goods(everyone)	500012010001
	300BAD6400FF
Max Star Dust	300BAC640063

LEGEND OF LEGIA

Camera Controls	d007b7c0 0001
	1007b7900005
	d007b7c00002
	1107b7900005
	d007b7c00003
	8007b6f400a0
	d007b7c0 0000
	8007b6f4 0230
Press R2 for Debug Mode	d007b7c00002
	d007b83c0003
	8007b83c0000
Max Items/Infinite Items	5000ff020001
	300859080000
	5000ff020000
	3008590900ff

STRIDER 2

Infinite Health	800aba320006
	800aba340006
Max Score	800d9dece0ff
	800d9dee05f5
Have Infinite Boosts	800abb380004
Unlock All Levels	300d9e070006
Stop Timer	300d9e030063
Hien Mode	800a8d5a0001
Stop Timer (Strider 1)	8006308a0032
Max Score (Strider 1)	80062f5ce0ff
	80062f5e05f5

Infinite Lives (Strider 1)	80062f520363
Have Robot (Strider 1)	80062f860100

THREADS OF FATE

Infinite HP	8009b36c03e7
L2 to Refill MP	d00c5322feff
	8009b36a03e7
Infinite MP	8009b36e03e7
Max Strength	8009b37003e7
Max Strength Bonus	8009b37803e7
Max Defense	8009b37403e7
Max Defense Bonus	8009b37e03e7
Super Jump	800a8be00000
Infinite Money	8009b2d8e0ff
	8009b2da05f5
Have All Items	500011010000
	3009b3a00063
Have All Monsters	500021020000
	8009b3b803e7
Have All Magic	8009b2c400ff
Have No Magic	8009b2c40000

X-MEN MUTANT ACADEMY

P2 Never Lose	d00a1f280001
	800a1f280000
P2 One Match Win	d00a24fc0000
	800a24fc0001
P2 Ultrafast Win	d00a24fc0000
	800a24fc0002
Stop Timer	8009eb440062
Hit Select for 00 Time	d00d86c2fffe
	8009eb440000
Sudden Death Mode	d009eb440019
	800a1e5c0001
	d009eb440019
	800a24320001
P1 Infinite Counters	800a1f400000
P1 No Counters	800a1f400003
P1 Max Super Meters	800a1f381400
	800a1f3a1e00
	800a1f3c2800
P1 No Super Meters	800a1f380000
	800a1f3a0000
	800a1f3c0000
P2 Max Super Meters	800a250c1400
	800a250e1e00
	800a25102800
P2 No Super Meters	800a250c0000
	800a250e0000
	800a25100000
Unlock Toad	800be56cffff
Unlock Mystique	800be56effff
Unlock Sabretooth	800be570ffff
Unlock Magneto	800be572ffff
P1 Ultrafast Win	d00a1f280000
	800a1f280002
P1 Infinite Health	800a1e5cb400
P1 50% Health	800a1e5c5a00
P1 Low Health	800a1e5c000a
P2 Infinite Health	800a2432b400
P2 50% Health	800a24325a00

8 BIG OR GO HOME

BARRETT
CHRISTY:
40 PTS

TODD
RICHARDS:
80 PTS

CAREY
"HART ATTACK"
HART:
95 PTS

BUCKY
LASEK:
60 PTS

"FLYIN"
RYAN
NYQUIST:
25 PTS

DAVE
"MIRACLE BOY"
MIRRA:
130 PTS



YOU: 8550 PTS

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landscapes to wage history-deciding battles. To get a taste of this spectacular new DVD title, preview its eye-popping screen shots and adrenaline-pumping battle sequences on our website.

KESSEN

www.kessen.ea.com

LETTERS

welcome to the premier forum for playstation fans, where we dig into today's hottest issues

Drop us a line at PSM Letters, care of Imagine Media, 150 North Hill Drive, Brisbane, CA, 94005. Or even better, if you have access to e-mail, you can reach us at psm@imaginemedia.com.



▲ Recently, your lucky PSM staff was visited by Brittany Spears, who insisted on showing us her tattoos. Unfortunately, Steve was checking out Donald Duck on the View Master.

Hey wonderful PlayStation freaks at PSM! I am really interested in programming my own games and selling them. I want to work with a big company like Squaresoft, but don't know where to get a PS2 (I want the PS2, not Yaroze) development tool, and I don't know what programming language that it uses. I know a bit of C++. Could you give me some tips or something to get me started?

1. Where on Earth do they sell the development kits?
2. What programming language do they use?
3. How much does the machine cost?
4. If I create an okay game, how could I get



▲ You can make games with this thing, but you'd better know something about the C programming language.

someone like EB to sell it?
Zachary Spradlin
Zaguar3@aol.com

► **STEVE:** Hey Zach. While I don't want to crush your hopes, you probably don't want to try programming on the PS2 if you're not already familiar with the development languages that it uses. You mention that you have a little bit of knowledge about C++. Sadly, most consoles rely on assembly and/or just regular C. And you need to be very fluent in those languages in order to create any semblance of a game. You also need to be good at designing art and textures and be very

familiar with game development. You can't just hope to create a playable product with limited C++ knowledge and similar artistic ability. The PS2 is a very complicated piece of hardware and it takes developers months just to get to grips with it. If you're really serious about it, then give it a try. However, just invest some be prepared to serious time.

1. Development kits are sold, via Sony, to licensed developers. They cost around \$20,000. Sony does have a more affordable Yaroze system coming out, but there's been no real new info released about that yet.

2. As I mentioned about, assembly and C are the main languages. Also, pure machine code is sometimes used.

3. See above

4. Well, you would have to get a publisher, like Activision, to pick up your game. That's just much harder than it sounds, though. Most companies don't like to accept outside the industry proposals.

Hey everyone at PSM! First I'd like to say that you guys put together the best gaming mag I've ever seen, I've been a loyal reader since the first issue and would like to thank you for putting together such a great magazine. Now to my rant. I want to finally get something of my chest that

has been bugging me for a long time. Today it seems most games rely on graphics, sacrificing game play and story line for a pretty package. The problem is that we as gamers tend to look away from games if they don't have great graphics. Games like *Suikoden*, *Disruptor*, *Kings Field*, *Space Griffon VF-9* and the like basically never got off the ground, even though storyline and gameplay were above average compared to most. Most people never even heard of *Space Griffon VF-9*, but it had an excellent story to it and a creepy feel. These great games have been basically forgotten by the gaming industry. Now many of you can argue "graphics make it better", but how many of you owned a system before *RE2* or *FF7*? I have ten years of gaming under my belt and I'm only 15. I've owned an Atari 2600, Sega Genesis, Super Nintendo, and PS and to tell the truth, I'd rather have a good solid 16 bit game than the newest *Final Fantasy*. I know this isn't such a problem.

(Continued from pg. 136) ►

Wanna hook up with other gamers from around the world? Drop us a postcard with your name, address, favorite genre, your current fave games, and your age. Send it to PSM Link-Up, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Or you can e-mail us at psm@imaginemedia.com.

▲ Jon Sydera

slimshadye65@aol.com

Favorite Genres: RPG, Adventure

Favorite Games: Final Fantasy 7, Castlevania, Chrono Trigger, Final Fantasy 3/6, Grand Turismo, Tekken 3

Quote: "Don't let girls get between"

▲ David Gonzalez, age 15

TooXtreme31@aol.com

Favorite Genres: All types

Favorite Games: WWF Smackdown, WWF Attitude, WWF Warzone, Tenchu: Stealth Assassins, Medal of Honor, Metal Gear Solid, Tony Hawk Pro Skater, Madden NFL 2000, All Tomb Raiders, FIFA 2000.

Quote: "I am the GAME because I am that DAMN GOOD... It's true... It's true!"

▲ RPG MASTER

Yankswift@aol.com

Favorite Genres: RPG!!!

Favorite Games: Final Fantasy 2, 6, 7, and 8, Breath of Fire 1, 2, and 3, Legend of Legaia, Tales of Destiny, Wild Arms 1 and 2, and Resident Evil 1, 2, and 3

Quote: "When I grow up, it's either don't die, or die playing PlayStation"

▲ Andrew Schrader, age 13

gohan56984@cs.com

Favorite Genres: RPG, Fighting, Shooters, Adventure, Sports, and Strategy

Favorite Games: FF series, Resident Evil series, all DBZ&GT games, THPS Tomb Raider series, C&C series, Metal Gear Solid

Quote: "Cloud looks like a Super Sayajin; that's why he kicked your butt."

▲ Jason McLain, age 16

psm@imaginemedia.com

Favorite Genres: RPG/Fighting

Favorite Games: Final Fantasy 7 & 8, WWF Smackdown!

(Continued on pg. 136)

PAUSE



THIS MONTH'S TOPIC:

How can game makers "afford" to innovate?

Everybody agrees that games need to constantly evolve, that we need a steady flow of brand-new, amazing ideas to keep things interesting. Well, if we can all agree on that, then why do we see so little true innovation in games?

The sad truth is, the videogame industry has the same goal as any other industry: to make money. If publishers aren't selling games, they can't make more of them. So, it's one thing for us gamers to demand new and innovative types of games, but if you're a publisher with a tight budget, you've got to make the kinds of titles that you know will earn back the investment you put into them.

Having said that, the lack of innovation is a huge problem that our industry faces. Longtime gamers, who have played the traditional types of games for years, need new types of challenges to keep them playing. And there are millions of potential gamers that aren't playing now because they aren't interest-

Each month, we put the controller down for a moment to focus on a different aspect of PlayStation gaming. We invite debate, so please drop us your opinion on this month's topic at PSM PAUSE, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Or, you can e-mail us at psm@imaginemedia.com (just be sure to put "Pause" as the subject heading). We will run the best of your responses here in this section.

ed in the games currently available. How will the industry truly grow to the masses if it can't figure out the new types of games that will get them playing?

So, two things are clear: 1) Innovation is vital to gaming's future success and continued growth; and 2) Innovation is a risky proposition that many game developers simply can't afford. So, I'm asking you guys: how do we make it happen?

In my mind, the lion's share of the responsibility lies in the hands of the larger companies. They rake in enough money that they can afford to take a couple risks each year. And when new ideas are a hit, they tend to be BIG hits

(just take a look at games like *Resident Evil*, *Tomb Raider*, *Street Fighter II*, *Zelda*, *Mario*).

Drop me a line at the address above and let me know what else you guys think about this, and as always, I'll print your most interesting responses here in this space.

► CHRIS SLATE

► Parappa was a fun, innovative game, but it didn't do big numbers. Many developers just can't take a risk on something so different.

It would be nice to have just one console. You wouldn't have to worry about which one to buy. But, having multiple consoles is BETTER. Much better. With one console, we'd probably still be stuck in the 2D era with prices upwards of \$500 for the console. Without competition, quality wouldn't evolve. Who would create this super console anyway? Without different companies, we probably would never see the likes of ideas like the Dual Shock controller. Some inventions and ideas could only see the light of day if presented by a specific person or group. It's also okay for developers to modify ideas from other companies. Gamers will only benefit from this.

Michael Showes
xenogears_2@hotmail.com

One word: Controllers. I wouldn't want a single console for this one reason. The controller is the main reason I didn't buy a Dreamcast and why the Nintendo64 sucks. The joystick is the first new thing that messes up controllers.

I tried playing a demo of *Street Fighter III* at a Software etc. and couldn't pull off any of the moves because the controller on the Dreamcast is uncomfortable. It's a work-

out of the fingers just to hold the damn thing.

If a single console was created to represent all systems, I'm sure they'd put joysticks on the controllers and this would just piss me off.

Rest assured, I won't be using the joysticks on the Dual Analog when the PSX2 comes in. I'm going to just use my standard PSX pad that first came with my system on my PSX2. It's lighter, doesn't have a joystick, and it's comfortable.

Phil Johnson
lordbagel@arn.net

► CHRIS: You guys brought up some good points. I'm still not sure if I'd prefer one console myself, but if there was any chance that it could work, the structure would have to change. The console manufacturer would almost have to have no power, no way to monopolize the market and steer the direction the industry takes. That would have to be left to the game developers. Competition would still be there, just between the games themselves, not the systems.

The biggest problem I see with that scenario is, how does the hardware advance? Who comes up with better technology and cool new controllers? That could be tricky to figure out.

But the idea — that every gamer would only have to buy one system that would play every game out there — is a nice one. And on a completely fair and level playing field, I think game designers would really rise to the occasion.

PAUSE FEEDBACK: SEPTEMBER

WOULD WE BE BETTER OFF WITH JUST ONE GAME SYSTEM?

Here are your responses to our Pause topic for issue 37 (September, 2000). It was tough trimming down the tremendous amount of letters we received to the few that follow, so we tried to pick ones that took a slightly different angle to the subject. Now let's see what you had to say...

One console for all? That might be a worthwhile idea. Nintendo and Sega should get licenses to make games under the PS2 label. Many hardcore, old school gamers like myself really do not care for all the power stated in such new systems. A lot of the games may have great graphics, great sound and great gameplay — for a few weeks. *Zelda* for the NES still gets votes and raised eye brows by those who were there. So does the original *Metroid*.

Look at the GameBoy. Though it has started evolving (adding color, losing weight and adding cool features), the original is still kicking. One home platform would be great, allowing programmers of all companies to concentrate on using the power of the system and creativeness inside themselves.

All game players would be happy. The negative part would be if all the games looked the same.

Raz
Raz1974@hotmail.com

Thinking about only having to buy one console is tempting, but I think that it should stay the way it is because one of the major reasons that they make great videogames is for the money. Also, so that people would stick to that specific console. If they only

had one console, there would not be any competition for customers and the games would not be as great.

For example, let's say that there was only one console out there and we will refer to it as "console x". All the companies that make videogames would only have one console to worry about. All the gamers would only have one console to buy. Now, for most people that may be good news, but if you only had console x, the companies who make videogames wouldn't be in competition for customers. There wouldn't be the need to go through all the extra trouble of giving a game excellent graphics or a good storyline, since the customer doesn't have any choice but to either buy the lousy game (which will probably be as good as it gets) or be without any games, which would defeat the whole purpose of buying the console in the first place!

Nasly G.
Address Withheld

One game system for all games... hmm. Well, it would certainly cut down on the amount of wires behind my TV, and allow me to play all of my favorite games without spending huge amounts of cash on different consoles. Then again, without any competition, games like *FFII*, *Soul Reaver*, *Gran Turismo*, and other top games would be released half***ed. Competition ensures top quality games. Sega, Nintendo, and Sony all want our money so they will try to outdo the other. One universal console means no one can lose, so why try to be the best? There would be exceptions; there always are, but they would certainly be far and few between.

A. W.
littleinem@hotmail.com



▶ (Continued from pg. 134)

lem on PS as it in on 64 and the new Nightmare Cast, but it's out there and it's sad to see that through evolution of games, the story has been sacrificed to graphics to sell more games.

Liwai from Cali
BadMantis99@aol.com

This letter is for all the hardcore RPG fans out there. It seems that all developers nowadays are in a race to see how real everything can look in their games. Let's go back in time a couple years to when the big guns of Squaresoft were out. These games are my favorite games of all time, and I'm sure a lot of you out there will agree with me. There isn't one person who ever played those games that didn't fall in love with those sprite characters with the cute little two frame movements. It's a dark time when companies think that if a game doesn't have jaw dropping graphics, then it won't sell. RPG players need to get across a point to the big companies. Storyline, gameplay, control, depth, character interaction, and soundtrack are the things that matter in an RPG. So go back to your roots, Square, Capcom, etc, and see what made you great.

John Ripley
jonibear@hotmail.com

▶ **CHRIS:** Unfortunately, John and Liwai, it wasn't until the *Final Fantasy* series dropped those old-style graphics that it really took off here in the US. The games were great, but didn't sell anywhere near the copies that *FFVII* and *VIII* did. Personally, I wish that there was room for all different kinds of RPGs and graphic styles, but game companies tend to run in packs — if everyone else is doing something one way, most folks will follow. Hopefully, we'll see more diversity and experimentation once the PS2 has been out for awhile.

I am starting to worry that the PS2 will suffer more than anyone thinks because of Bill Gates. Bill Gates knows that he has the more powerful of the two

machines and I am guessing comparable prices to the PS2. The only thing that Bill

Gates needs to get ahead of the game is third-party game support. So what does Microsoft do to get away from this problem? They will buy out as many companies as they can. If they succeed in doing this, how many different game companies will be around? So, in your opinion, do you consider Microsoft will take the lead in the console race? My last question is how many companies will Microsoft buy out, and how many games will be lost to the PS2?

Steven Scheerbaum
scheer@nauticom.net

▶ **RANDY:** X-Box is certainly a powerful console on paper, and that we've seen of it so far. But just as with PlayStation's launch five years ago, with Sony being a complete newcomer to the console market, anything can happen. Things were incredibly rocky for Sony at first, but it finally batted down and got things going right. We all know the results. The success of X-Box, and how it fares against PS2 is entirely dependent on how Microsoft handles it, from marketing to software. Just because it's powerful (and until actual games are finished, we won't know exactly how it compares to PS2 in this respect) doesn't mean it'll come out on top. Sony has a massive headstart in consumer mindshare, developer support, and well-known franchises that'll be hard to beat.

As for Microsoft buying out companies, don't expect the heavy hitters to fall before its massive financial power — I think we'll mostly see smaller developers, such as Bungie,

purchased to work on exclusive titles. Companies such as Namco, Capcom, EA, Konami, and Square, will likely remain out of Microsoft's grasp, since they want to keep their options open as to which platforms they develop for. Then again, this industry isn't without its share of shockers...

Hey guys, I know you're probably sick of hearing this, but I am a loyal reader and your mag is a we-

some. I have just a couple of questions.

1. I just bought a gameshark CDX for my PS and entered some codes for *Final Fantasy 7*, but when I put in the FF7 disc, the screen went blank after the intro. It doesn't do this when I boot it up without the gameshark. Any ideas as to why it does this?

2. About the PS2 launch, how many units will Sony send in the first shipment? And once those are gone when and how big will the next shipment be?

Ben
pyroguy562@yahoo.com

▶ **STEVE:** There could be a lot of reasons why your GameShark doesn't work. Maybe the codes you put in don't work with your particular version of the GS. Also, Mod chips have been known to cause problems with GameSharks, as well. I'm not sure if you have a Mod chip in your PS or not, though.

Sony will have around 1 million units on launch day. After that, an additional 2 million units will be released before March 31st.

Hey Guys, keep up the GREAT work on an AWESOME magazine. I just have

one question for now. Why is it that THQ made an awesome WWF game (*Smackdown*), but both of their WCW games totally SUCK? Even though I am a WCW nut, I still like to play some WWF games. But it would be really nice to put Goldberg in the Scorpion Deathlock and actually enjoy it. If you're going to make a certain type of genre, why be partial to only one team? If they made them all good, they would get a lot more gamers out there.

▶ **Patrick wants to put Goldberg in a Scorpion Deathlock. Hope you've got insurance, Pat!**

Patrick C Pennington
PUNKIN316@PRODIGY.NET

▶ **RANDY:** That's a fairly simple one to answer, Patrick. You see, *WWF Smackdown* was developed by a Japanese company called Yukes, and not any other the developers responsible for THQ's earlier WCW games on PlayStation. It's also the company behind the upcoming *WWF Smackdown 2: Know Your Role*.

Even better, there's word that Yukes may also be working on THQ's WWF game for PlayStation, so we'll keep you posted on that front.

I would like to ask you guys a few questions, but first I have to pay homage to the PSM team for putting out such a great magazine. I just checked out the new website and it's great. I've been with you guys since issue one. Now the questions:

1. I read that Sony will be making a new Net Yaroze for the PS2. Is this true? I wanted to get the original, but their website said they aren't accepting any new members. Would you know anything about this?

Quote: "Someday I'll tell you about my ROMANTIC dream."

▶ **Eder Navas,** age 17
LivathanX@aol.com
Favorite Genres: Fighting, Survival Horror, Adventure and RPGs

Favorite Games: *Final Fantasy 5-8*, *Final Fantasy Tactics*, *Breath of Fire 3*, *Vagrant Story*, *Tekken 1-3*, *Tomb Raider 1-4*, *Lunar SSS*, *Thousand Arms*, *Brave Fencer Musashi*, *Parasite Eve*, *Xenogears*
Quote: "Albert is CHEAP!"

▶ **Ethan Caidan,** age 15
Favorite Genres: RPG's, RPG's, and MUD's
Favorite Games: All *Final Fantasies* (especially *FFVII*) except *Eight*, *Lunar SSS*, *TR series*, *Wild Arms*, *Xenogears*, and *Abandoned Realms* (not a video game, it's a Multi User Dungeon, MUD)
Quote: "Pokemon is just a Japanese conspiracy to take over the U.S."

▶ **Jake Miller,** age 18
saromac@hotmail.com
Favorite Genres: RPG and Fighting
Favorite Games: *MGS*, *FF7*, *Soul Reaver*, *Tekken 1-3*
Quote: "If we gain by severance, we gain most of all!"

▶ **David N.,** age 16
mysticaznboy281@aol.com
Favorite Genres: Fighting, 1st Person Shooter, Sports and Survival Horror
Favorite Games: *Tekken 3*, *Perfect Dark*, *Tony Hawk Pro Skater 1 + 2*, *RE 2*, and *Armored Core*
Quote: "Spidey sense tingling"

▶ **Jamie,** age 15
Juggla_2g@yahoo.com
Favorite Genres: RPG's, Action, Fighting, & Sports
Favorite Games: *Castlevania SOTN*, *Metal Gear Solid*, *DBZ: Ultimate Battle 22*, *DOOM*, *FF7&8*, *Resident Evil* series.
Quote: "And you know this Man..."

▶ **Tom Kestler,** age 14
spaceghost007@hotmail.com
Favorite Genres: RPG, Racing, Action, Adventure
Favorite Games: *FF7*, *8*, *Lunar: SSSC*, (Continued on pg. 106)

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2. I might have misread something, but I think a gaming magazine said that Sega's *Crazy Taxi* will ported over to the PS2. Would Sega publish it?

3. Hideo Kojima ROCKS!! I love the coverage you guys did with *MGS2*. Which ending do you guys think the game will resume after? I saw the Videos from E3 and this game is gonna set the standard for this and any Genre.

Christos L. Alafioyannis
DarkKnight6@aol.com

► **STEVE:** Thanks for the kind words, Christos.

1. Sony has mentioned that a new Yaroze program will be started for the PS2, but no other info was revealed. All I can suggest is checking the website every few weeks and seeing if there are any updates.

2. There was this rumor going around that Acclaim had worked out a deal to publish several Sega titles. While we can't confirm this, there is a good chance that the rumor is completely false. We'll keep you updated, though. With the vast restructuring of Sega of Japan, who knows what the future might hold. You might yet still see Sega titles on the PS2.



▲ Well, Christos, there isn't one PSM staff member who wouldn't kill for an early copy of this fantastic game!

3. *MGS2* is amazingly great. We can't wait for it to get released. Talking with Kojima-san, *MGS2* does directly

follow one of the endings from *MGS* but he wouldn't reveal which one.

I have been saving up money for the PlayStation2 for a while now and can't wait till it comes out this fall. Yet, I recently heard that the day after PlayStation2 came out in Japan, Sony's headquarters received a high amount of disappointed consumers' phone calls who were having problems with their PlayStation2 memory cards. It seemed that the data on the memory card that enables users to watch DVD movies was erased when they saved a game. Sony took full responsibility for this glitch and also said that it was not the game's fault. Sony then asked buyers to return their PlayStation 2 memory cards for repair or replacement. I was wondering if you guys heard about this and if so, is it just a rumor or is it true?

Corey DePaul
animewiz102@cs.com

► **RANDY:** It definitely happened. There was a problem that cropped up while saving in *Ridge Racer V* that caused the DVD driver (and sometimes other data) to become corrupted on the card. I had this happen a couple of times, but only with that game. Sony has since fixed the bugs in newer PS2 memory cards, so you won't have to worry about it happening here. Anyways, the DVD driver is now part of PS2's firmware, so there's no chance of it getting messed up — and you won't need to take up any space on your memory card for it. Yay!

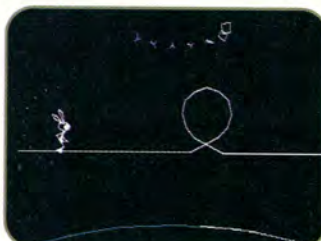
I recently played *Dance Dance Revolution* at my friend's house using her dancing pad, and it was really fun. With the PlayStation2 coming out soon, I am wondering if it

is possible for developers to create a game that will read in any music track and create a different

dancing pattern each time, so I can load the game, and pop any music CD I like in there, and the game will generate a dance pattern that is in sync with the music. What do you think? Is there some kind of technical difficulty?

Joshua Kuo
Address Unknown

► **STEVE:** I think there are some technical things that would have to be addressed before something like



▲ *Vib Ribbon* lets you dance the night away to your own CDs, Joshua!

that would be possible. However, there are several games, available for the current PlayStation, that use music CDs to change or affect certain gameplay elements. In *Monster Rancher*, the type of music CD you use determines the type of monster that is created. With *Vib Ribbon*, you can put in different CDs and it will create the levels based on the beats and lengths of the songs on that particular CD. Pretty cool, no?

Hey guys! First off I would like to say that I love your magazine! I think the articles are great and the whole staff is completely Wacko (which is good). I just had a few questions about some new hardware for the PlayStation 2. Will there be a GameShark for PS2? Will it still be a GameShark or called something else? Also I hope that there will be steering wheels (I pretty much figure there will be) but are there any other new types of equipment for PS2 only?

Also I just want to say that I am a HUGE fan of the *Aliens* series with Sigourney Weaver and when I saw that

they were making a game called *Aliens: Colonial Marines* I almost fell off my bed! I was just wondering if you guys have more information on this game because I would really like to know more about it!!

Adam Frazer
afrazier@i-plus.net

► **RANDY:** Well, Adam, there's nothing official as of yet, but seeing as how the GameShark (or one of its various predecessors) has been made for every system under the sun, I'd say the chances are pretty good for a PS2 version. There're lots of ways it could work, due to PS2's various ports, but my bet would be on a CD-based approach like the current GameShark CD-X for newer PlayStation2s that don't have parallel ports. Several companies are already working on steering wheels too, and your old ones should work just fine thanks to backwards compatibility with PS1 peripherals.

On the subject of *Aliens: Colonial Marines*, Fox Interactive hasn't uttered a word about the game since it was announced at E3. We only know that it'll be a squad-based game where you'll command a team of Colonial Marines, a la the movie *Aliens*. We'll keep you posted with whatever more we find out.

I know how annoying brown-nosing ("Oh PSM! I Love Your Magazine! Blah Blah Blah!") is at the beginning of letters, so I'll simply skip to the whining part. It seems with the next wave of the "Console Wars" coming up, it only pays tribute to how crappy and commercialized gaming has become. I can't remember a better time than being 9 years old and locking myself in my room playing *Dragon Warrior IV* for hours on end. Now, any idiot can simply enjoy the "oh-so-pretty-graphics", but what happened? Games are still something fun, but something has been lost through the years. That spark in someone's eye when they marveled at a game, the

Twisted Metal(l), Need For Speed: Hot Pursuit, Grand Theft Auto (all), Digimon World, RPG Maker, and Vagrant Story
Quote: "Only you can start forest fires!"

▲ **Corey DePaul**, age 14
animewiz102@cs.com

Favorite Genres: RPGs from Square, Action/Adventure

Favorite Games: Final Fantasy series, Parasite Eve, Xenogears, Breath of Fire 3, Lunar:SSSC, SaGa Frontier 1&2, Chrono Trigger, Alundra 2, Fear Effect, Vagrant Story, DOA

Quote: "Gotta love Square!"

▲ **Josh Rivera**, age 14

Phatlvdr00t@1@yahoo.com

Favorite Genres: all

Favorite Games: THPS, MGS, Final Fantasy VII & VIII, Gran Turismo 1 & 2, Parappa the Rappa, Castlevania SOTN

Quote: "Is it defeat or victory that waits in the dark?"

▲ **Adam Privitera**, age 15

soud19@juno.com

Favorite Genres: RPG, Action

Favorite Games: All Dragon Ball games, any anime based ones

Quote: "Only Sony rules, Nintendo and Sega suck!"

▲ **Pascual Castro**, age 15

disponywanakiss@aol.com

Favorite Genres: any genre except sims... SCREW SIMS

Favorite Games: any game that has a score of 3 or higher in the history of this mag

Quote: "I'VE BEEN SENT HERE TO DESTROY YOU ALL" (sniff)

▲ **Clint Craig**, age 15

5727 W. Mulberry

Phoenix, AZ 85031

Favorite Genres: RPG and Fighting

Favorite Games: Final Fantasy 7, Wild Arms, Tony Hawk, Soul Blade and Soul Caliber, Tekken series, Metal Gear Solid, WarCraft 2 and StarCraft, Resident Evil series but especially Code Veronica.

Quote: "There will be six faces of the Dark Carnival. When all six have risen, the end will consume us all."



FAN ART

Welcome to the Fan Art section! Each month we'll be taking a look at the coolest PlayStation fan art from the hottest new talents around. If you've done an illustration that you'd like to see printed here, then by all means send us a copy! (We'll take originals too, but we won't be able to return them). Address it to **PSM Fan Art, c/o Imagine Media, 150 North Hill Drive, Brisbane, California 94005**. Even better, if you have the art in a high-resolution digital format, e-mail it to us at **psm@imaginemedia.com**, and label the subject heading "Fan Art." Now get busy!



Eric Seat sure draws an awesome Chun Li, don't ya think?

▼ Thanks to Jason Chan for this Chrono pic!



Ira contributed this super-cute take on Tifa.



With art like this, Eri Gaudiomo is becoming a regular!

<http://keel.simplenet.com>

▲ Kudos to Kim for sharing this swimsuit special of Morrigan!

manipulation of someone's emotions. If Sony, Nintendo, Microsoft, or even (humor me) Sega can rekindle that, with much third party cooperation, then I will remain a gamer.

Gregory D Allen
 gdallen3@juno.com

► **CHRIS:** We all have our "magical times" in videogaming, when we first picked up a controller and got hooked. My fondest memories are of playing *Mario* and *Zelda* on my NES for days straight without sleep. However, overall I enjoy gaming just as much now as I did then. Because of the limitations of those old consoles, those earlier games had a certain charm about them, a kind of

endearing quirkiness — maybe that's what you miss. Just remember though, a whole new generation of gamers are going through their "glory days" even as we speak.

You know, I'm getting sick of promises, promises, promises. At first when the Dreamcast was being released the early comment was, "I'll wait and see." Well, the waiting is over, baby. Sega has delivered in just about every way possible (the only exception being true rpgs, but by the end of this year, they'll have that, too!).

What has Sony given us? Problems... er, promises! The first batch of games

don't shine at all! Hell, most Dreamcast games look better! Then there was the anti-aliasing problem. Yeah, that's what's making everything look bad. We forgot to tell everyone to implement it early in production. So now it makes it even harder to make PS2 games.

Production of these games will take longer.

You want a DVD

player? Go buy one. By the time the PS2 hits the U.S. shores, you could save up enough money to buy a Dreamcast, extra controller, online playable NFL2K1, and *Grandia2/Skies of Arcadia* for considerably cheaper than a PS2, *Madden 2001*, and *Dark Cloud*!

Bottom line is that Sega is giving you everything they got. Sony? They are dragging us along knowing the masses will come along dumbly no matter what kind of product they put out! Shame! Shame! It's time Sony learned what Sophomore Syndrome is all about!

Nicholas Bravo
 n.s.bravo@worldnet.att.net

▲ Nicholas Bravo thinks the PS2 may fall to the Sega Dreamcast. Send all your angry letters to him, OK?



► **Doug Pohlman**, age 18
Favorite Genres: RPG, Survival Horror
Favorite Games: Final Fantasy series, Resident Evil series, Xenogears, Metal Gear Solid
Quote: "I am the reinforcements."

► **Paul Callin**, age 17
 e-mail: damian_007@hotmail.com
Favorite Genres: Survival horror, racing, adventure, strategy, RPG's, imports
Favorite Games: RE series, MGS1-2, FF series, Dino Crisis1-2, Tekken series, NFS series, Rage Racer, GT1-2, PE1-2, Bust a Groove, etc
Quote: "Iron Chief Vs. Nemesis = Fried Shushi"

► **Dana**, age 17
 velocity@sofhome.net
Favorite Genres: rpg
Favorite Games: Chrono Trigger, FFVII, Tales of Destiny, Silent Hill, N2O, Marble Madness!
Quote: "All life begins with Nu & ends with Nu"

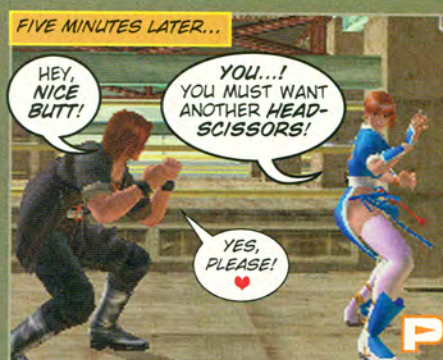
► **Zapata**, age 17,
 MONOLITH_2001@hotmail.com
Favorite Genres: all games
Favorite Games: every Resident Evil, HALFLIFE, 007 Golden Eye, Quake2, every Twisted Metal, Driver, GT1/2, Dino Crisis
Quote: "A riot be the rhyme of the unheard."

► **Joshua Williams**, age 13
 teros.materok@yahoo.com
Favorite Genres: action/adventure, RPG, sports, racing
Favorite Games: Resident Evil series, Final Fantasy 7-8, Gran Turismo 1-2, Metal Gear Solid, WWF Smackdown, Gameday 99, MLB 99
Quote: "I kick ass and chew bubble gum... I'm all out of gum!"

► **Timothy Shelton**
 timothy_shelton@2music.com
Favorite Genres: all except for educational
Favorite Games: Metal Gear Solid, Resident Evil 3, NCAA Football 2000, Starcraft(PC), WWF Attitude, FFVIII
Quote: "All ze foxy ladies love my accent."

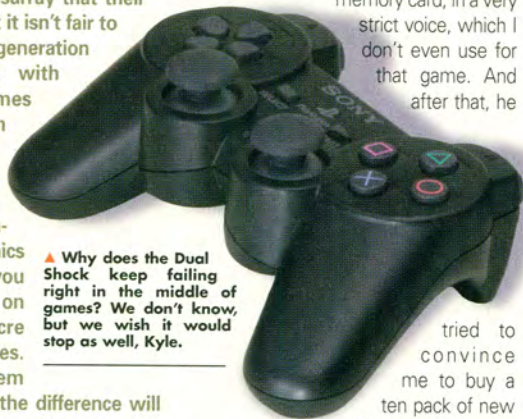
smart bomb

GLUTTON FOR PUNISHMENT



► **CHRIS:** Nick, I couldn't disagree with you more. Sony isn't just putting crap out there — if anything, you could say that the plans for the PlayStation2 are *too* ambitious, with its revolutionary design and far-fetched broadband network strategies. Sony definitely isn't resting on its laurels. Sega is doing a great job considering the disarray that their company is in, but it isn't fair to compare second-generation Dreamcast titles with PlayStation2 games that weren't even developed on finished hardware. The bottom line is, top-end Dreamcast quality graphics is the very least you can expect to see on even the mediocre PlayStation2 titles. When this system really gets going, the difference will just become bigger and bigger.

▲ Why does the Dual Shock keep failing right in the middle of games? We don't know, but we wish it would stop as well, Kyle.



First of all, my problem is my dual shock controller. When I am playing games like *Medal of Honor* and *Final Fantasy 8*, it fails on me. When I use the joypads and the vibration turns on, the light goes off and the joypad doesn't work any-

more. Then I have to press the button again, meaning I usually get damaged, if not killed.

Now here is the other problem. I called Sony customer support. First of all, the rep hadn't even heard of *Final Fantasy 8* and didn't believe me it was vibration compatible. Next, he tried to blame all my problems on a unlicensed memory card, in a very strict voice, which I don't even use for that game. And after that, he

tried to convince me to buy a ten pack of new Sony Memory

Cards and I will be "cool." He told me my 90 day warranty was over and to buy a new one. Now, am I crazy, or does this guy know what he is talking about, or is he just reading answers off a script?

Kyle Veatch (Kman1666@yahoo.com)

► **RANDY:** I can't vouch for what he told you, but I do know that we've all experienced problems with the Dual Shock's analog support failing in the middle of games. No one has been able to conclusively explain the cause to us (and you know how Sony can be — according to them, the original PS units never overheated), but it would seem to have more to do with random bugs in the games you're playing than the hardware itself. My advice would be to try playing without a Memory Card inserted (just to confirm/deny what you were told on the phone) and see if it turns off your analog support. If it still happens, see if you can borrow another Dual Shock pad from a friend. If it doesn't do it, it could be a problem with your pad. If it doesn't, try that particular game using someone else's PlayStation and Dual Shock pad. If it happens on both your setup and their setup, it's probably a glitch associated with that particular game.

I know you hate lists, but I have a few questions that I need answers to:

1. Are you going to have a videogame in a section of your magazine like you did in a *Metal Gear Solid* Issue a couple years back?

2. When you interviewed Hideo Kojima for *Metal Gear Solid 2: Sons of Liberty*, he said that the PS2 game was going to be on DVD. What did he mean by that?

3. Are you going to continue to make your new covers using PS2 graphics, like with the *Madden* and *Goldberg* covers, because I liked



them better than the illustrated covers. Not all of the illustrated covers though, because some were just kick ass.

4. And the final question, like every other month can you add an anime section that have some new anime and anime videogames?

Brian Chioffe
NYR1339@aol.com

► **CHRIS:** 1. I have no idea what you're talking about, crazy person.

2. *MGS2* will be on a DVD.

3. Those covers were different because we really wanted to get across how good the graphics looked. We may do something similar in the future, but our normal style will continue to be illustrations.

4. We love anime here at PSM, but we try to keep the focus on games. However, we have an idea in the works that may give you more of what you're looking for, so stay tuned.



one screen or two?

I have something to talk about with you... maybe you can help me out... I was wondering what's the deal with two-player action, adventure or survival horror games? Why can't it be done right? Why does it have to be split screen? Personally I hate split screen, I think it's okay for racing games but for any of the genres I named before I

think they should have two players in one screen. The first player would have the basic control of where to go but the second player could still move about in that premise. Why is this so hard to do? Is it a technical problem? Or what? Me and my friends really think it would be awesome to play a two player game minus the split screen, and I think most gamers would agree. Picture a two-player *Resident Evil*! It would be great!

Emily (stackattack00@hotmail.com)

► **STEVE:** It's not a technical problem, it's just that most gamers want to go through a game at their own speed. If you have two characters on screen at once, one of them is always limited by the other character's movements. That's why people tend to favor split-screen. It lets each player go where they want. As for a two-player *Resident Evil*, I doubt that will ever happen. It's a cool idea, though. Maybe with the power of the PS2, I can be proven wrong.

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MARKETPLACE

the place to buy, sell, or trade games, peripherals, and anything else related to the Playstation

Got some old games lying around just collecting dust? Maybe you've already tried the old "I got these by mistake for my birthday" excuse at every shop in town, but no one will trade them? Then get rid of 'em here, for free!

No Name

BnB84@cs.com

Description: Hi, I'm looking for a BRAND NEW Resident Evil 1. If not brand new, it could be in very good condition. Please email me with prices or trades. Thanks.

Phil "The K" Koenigsacker

Godpak@hotmail.com

Description: I just re-evaluated which games I play and which I don't. So I need to get rid of the games I don't play. Can you guys help? Be warned though, as it is a pretty long list. I am getting rid of the following games: Vigilante 8 I&II, Tomba 2, Duke Nukem:TTK, Tomb Raider I,II,III, Crash Team Racing, Twisted Metal 2, Colony Wars, Gex:ETG, WarCraft 2, WarGames:Defcon 1, The Lost World:JP, Azure Dreams, FF 7&8, FFTactics, Thousand Arms, Parasite Eve, Legend of LeGaia, Kartia, RE:Directors Cut, RE2&3, Wild 9, Monster Rancher, Rogue Trip, LOK:Blood Omen, Tenchu Stealth Assassins, LOK:Soul Reaver, Wing Commander III, WCW Mayhem, WWF Warzone&Attitude, Grand Theft Auto, Driver, The X-Files, MDK, MGS, MGS:VR Missions, Star Ocean: The Second Story, Batman&Robin, Rival Schools, NFS:High Stakes, FFAntology, Mega Man Legends, Castlevania:SOTN, Ghost in a Shell, Kagero Deception II, Star Wars:Power Battles, Vagrant Story, EHRGEIZ, Medal of Honor, Xena: Warrior Princess and Xenogears. All have original cases and booklets and extras. All run perfectly. All prices/combo prices are negotiable. I am willing to trade up to two games for any one of these titles: Tales of Destiny, Vandal Hearts, Vandal Hearts 2, Suikoden 1, and any other RPGs I forgot. Now listen up, this is the BIGGIE. I am willing to trade up to any FOUR of my games for each of the following titles: Chrono Trigger for the SNES, and Secret of Mana for the SNES. Remember, everything is negotiable. Just to show my goodwill, here is the web address of a website that has the music from practically every game to date and you can download it for free. The web address is: www.plasticman.org/gamingmusic. Thank you and I hope you see something you like.

Adrian Begaye

hiryu2015@hotmail.com

Description: I'm looking for the original Japanese soundtrack for Street Fighter Zero 2. I am willing to pay a reasonable price for this with or without the original case. I will also accept a CD-R or CD-RW of this soundtrack but for a slightly smaller price.

Armand Jawanmardi

ajb11a15@hotmail.com

Description: I'm looking to sell or trade the following games: Parappa, WCW vs. The World, WCW Nitro, WWF Warzone, Bushido Blade 2, Tomb Raider 2, NFS:High Stakes, Fighting Force, Twisted Metal 3, Rayman,Tekken 1. All my games are in perfect condition, so I expect yours to be also. I am trying to find Syphon Filter 2 and Crash Team Racing, also NBA Live 2000. Just email me to discuss my dirt cheap prices.

AD OF THE MONTH

TIYANA KUSUMIRA

wagner@sherbtel.net

DESCRIPTION:

I am looking 4 the following games (E-mail me the prices): Monster Rancher 2, Digimon World, and Legend of Dragoon.

Mister Woohoo

D20lions85@aol.com

Description: I am looking to sell Syphon Filter for \$20 and Ace Combat 3 for \$30. Willing to trade for NBA Live 2000. Also willing to sell Top Gun \$15, WWF Warzone \$10, Silent Hill \$20 and NHL Faceoff 2000 \$35.

Benjamin Aull

benji_3@hotmail.com

Description: I need some extra cash to buy the Playstation 2 so I decided to sell my old system and games, etc. I have six games, two demos, three controllers (one analog), an Rfu adapter, a clear memory card with no current files being stored on it at the time, and the console itself. My games are as follows: Gran Turismo, Shoot out '97, Agile Warrior F-VIII, NFL Gameday '99, Tomb Raider II, and last but certainly not least: Final Fantasy VIII. I am willing to sell everything for a grand total of only \$200. I will be willing to sell any item above separate so please make offer if you don't desire the whole thing.

Fallight Nseth

Drnwidvavu@aol.com

Description: I want to sell a Playstation Game Hunter Pro (known as a Game converter) it lets you played imports and put in gamesharks good. It include the spring and the manual. I also want to sell a playstation multi player adapter. I will sell both products for \$50 and i will throw in a few games with it. Such as Grind Session, Jackie Chan, etc. Please email if you are interested.

Brent Opiela

LongJumper14@aol.com

Description: I wood like to sell these games Tekken for \$15, Spyro for \$10-\$15, Spyro 2 \$20-25, Glover \$15, Theme Park \$10 and a Driver demo \$4.I also have Pokemon cards, 2 Pokemon Pinballs, and a Pokemon Red.

Alex Garnett

NNerd64@aol.com

Description: Looking to sell SaGa Frontier with strategy guide (\$15), almost new Chocobo's Dungeon (\$25), and cd case (\$5 - Holds 15 games in jewel cases). Also will trade everything for Metal Gear Solid or Tony Hawk's Pro Skater. BTW.....Everybody looking for Dragonball games go to www.gamecave.com or www.buyrite1.net thats where I got mine.

My cousin also wants Digimon Cards if u have some and r willing 2 sell. E-mail me a list of the card names and prices please not the T.V. series, E-mail me if u r willing 2 sell any of these things.

Jason Brockwell

jaybe25@hotmail.com

Description: Hi everyone. I am looking for Suikoden 2 and Final FantasyTactics. I am willing to buy or trade for these. I will trade: FinalFantasy 8 , Ridge Racer Type 4, or NBA Live 2000 for these two games. I am also willing to buy these... make me an offer.

Michael Culicchia

lunnytyck@aol.com

Description: I am looking to buy Final Fantasy Tactics. Must be in good condition. I WILL PAY ANY PRICE.

Dustin Christian

hell_fyre_1@hotmail.com

Description: I'm looking for Dragonball GT Final. I am willing to trade Army Men 39 and Castlevania or 30/50\$. PSM RULES

Jason Scott

kpjiga888@yahoo.com

Description: I am selling my GAME ENHANCER PRO II (with mod chip functions), and all my games which include, Colony Wars, Gran Turismo, Madden 97, Face Off 97, Shot Out 98, Final Fantasy 7, Medieval, Forsaken, Top Gun: Fire At Will, Tekken 2, Test Drive 4, Test Drive 5, Persona, Driver (back-up), and Gran Turismo 2. I am also selling my mega memory card (360 blocks), a Mad Catz turbo controller, a Sony controller, a Mad Catz steering wheel (with pedals), and my Playstation. E-mail me to discuss prices or trades. Everything is in good to mint condition, and I am selling everything very cheap so respond quick.

Brandon Ferris

Spyro01@aol.com

Description: I am selling my Playstation with Gex 2, Tombrader, Streak:Hover Board Racing, Ape Escape Demo, Final Fantasy 7, Metal Gear Solid, Memory Card, Dualshock Analog Controller. All together (\$275) or make me an offer. I am also looking for a American or imported Pocketstation. E-mail me for details.

Trunks

Trunks42788@aol.com

Description: I'm selling Dragon Ball GT:Final Bout (ENGLISH VERSION,NOT Japanese) for about \$100 with the original case,the & manual.I'm also selling Dragon Ball Z Legends for \$10 and Dragon Ball Z Ultimate Battle 22 for \$11. I am also selling a Sega Dreamcast with 2 controllers,2 VMUs,

NFL2K, NBA2K, Crazy Taxi, Sonic Adventure, Soul Calibur, Power Stone, Gundam Side Story 0079, Dead or Alive 2, & Resident Evil:Code Veronica. All this for \$120. I'm looking for Breath Of Fire 1&2 for the SNES and FF2&3 for the SNES. I will also trade.

Brent Opiela

LongJumper14@aol.com

Description: I wood like to sell these games Tekken for \$15, Spyro for \$10-\$15, Spyro 2 \$20-25, Glover \$15, Theme Park \$10 and a Driver demo \$4.I also have Pokemon cards,2 Pokemon Pinballs, and a Pokemon Red. >>

Glen

junglist3@hotmail.com

Description: I am looking to buy "Metal Gear Solid" or I can trade the game "Magic The Gathering: Battlemage" for "Metal Gear Solid". I also want to sell the game "Magic The Gathering :Battlemage" for around \$20-35 Canadian dollars. The game is previously owned and in great condition, its only been used 3 times in 1 year. Remember all money must be in Canadian.

Bryan

THEDOB2G@aol.com

Description: I'm looking for Parappa the Rapper. I can't find it anywhere. I'll pay \$20-30 dollars for it. Must run new.

Ben

jiggablen@home.com

Description: Hi, I am emailing you to post a product that I have for sale: A Playstation System (5501). It also comes with 2 Controllers, 1 Memory Card, 11 Games: Contender, NHL FaceOff 99, CoolBoards 3, NFL Xtreme 2, NFL Gameday 98, Jet Moto 3, Driver, Bust A Move, 3Xtreme, Twisted Metal and MLB 2000. All this for only \$200

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*Auction items may change without notice.

RESET

COMING NEXT MONTH IN ISSUE 39 of **PSM**
100% PlayStation Magazine

PS2 IS HERE!!!

Next issue should hit the stands just before the big launch day. We'll follow up this month's 20-page pre-launch feature with even more in-depth coverage, including reviews and strategy guides for the launch games. Plus, some brand-new PS2 titles that NO ONE has seen — and we're talkin' BIG!



LARA IS BACK... OR IS SHE?

We're hoping to have some new info on the latest Tomb Raider for PlayStation, which, from what we've heard, adds a lot of interesting new twists to the series. But hey, didn't we see Lara die at the end of the last game? The outcome of that will surprise you...

FULL REPORT: WWF SMACKDOWN 2

FINALLY, the ROCK has come BACK to PLAYSTATION! Even better, it looks like he's bringing a ton of cool new features with him. We'll have all the info on new stuff, like double-team moves and new matches. Just to whet your appetite, the Dudley Boyz will do the 3D, and Jeff Hardy can even do his Senton Bomb from the top of a ladder! GAH!



Alas, another fine issue of PSM has come to an end. As we say goodbye, here are a few parting shots...



▲ Eug has been working on top-secret new page designs, and won't let anyone near 'em!



▲ Here's Eug at the San Diego Comicon in our very own PSM booth. Present for the artist signings, from left to right: Ryan Kinnaird, Adam Warren, Eug, and Chris Bachalo (Inset: Cover artist, J. Scott Campbell).



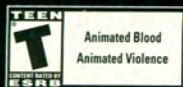
▲ It was this joke, or one about invisible sheep. In the end, good taste won out for the first time ever here.



▲ It is said that every Halloween... at precisely midnight... when the full moon is blood red, and the sky black... Randy will drop a doo-doo pie.



IT'S HARD TO SAY
UNCLE
WHEN YOU DON'T
HAVE ANY
TEETH



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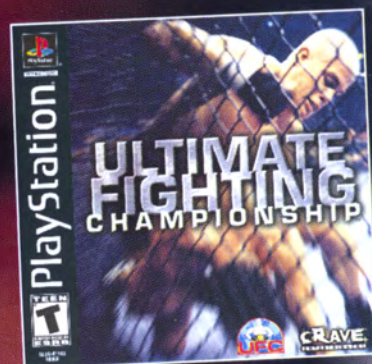
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